



| SWG Enterprise Network Solutions

SPARTA – January 2012

IPv6 – Overview and Configuration

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Agenda



- Why is IPv6 important?
- What is IPv6?
- IPv6 penetration
- Coexistence and migration
- Enabling IPv6 on z/OS
- What functions are IPv6-enabled?
- Planning how to get there

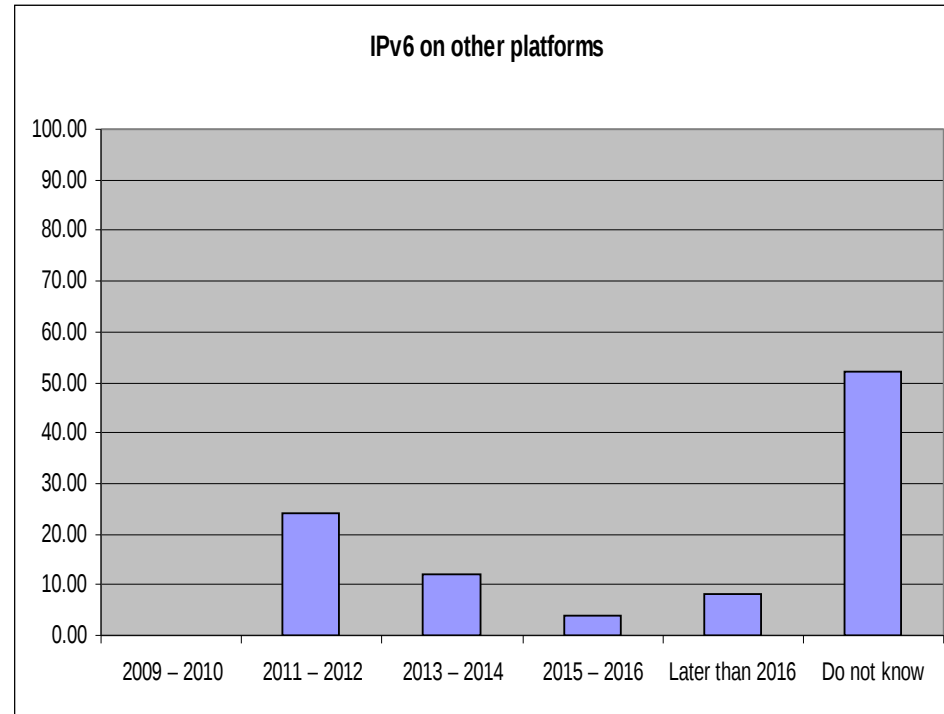
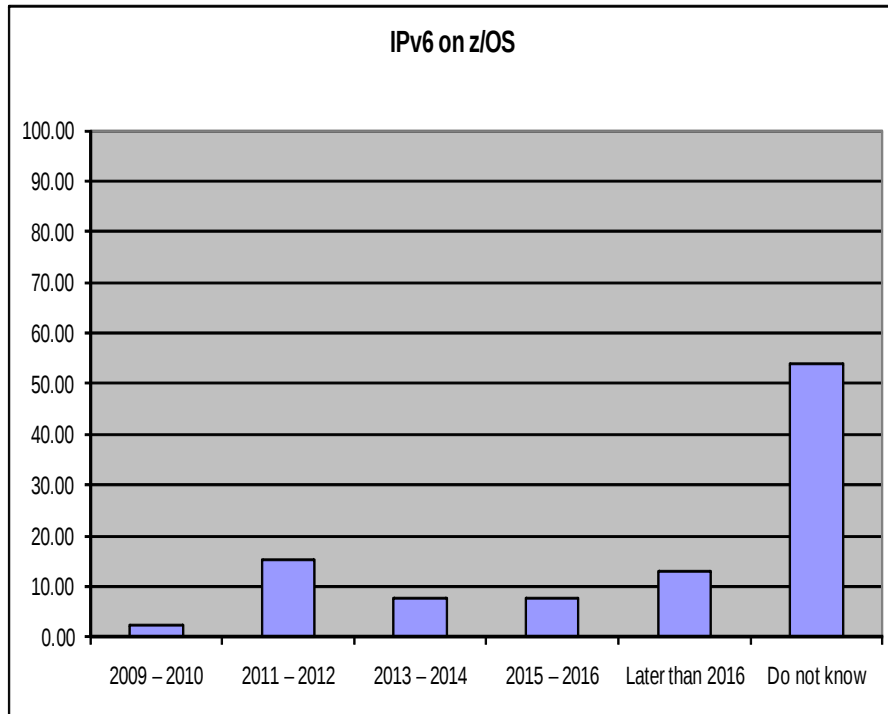


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Why is IPv6 important?

When do our z/OS customers believe they will need IPv6?

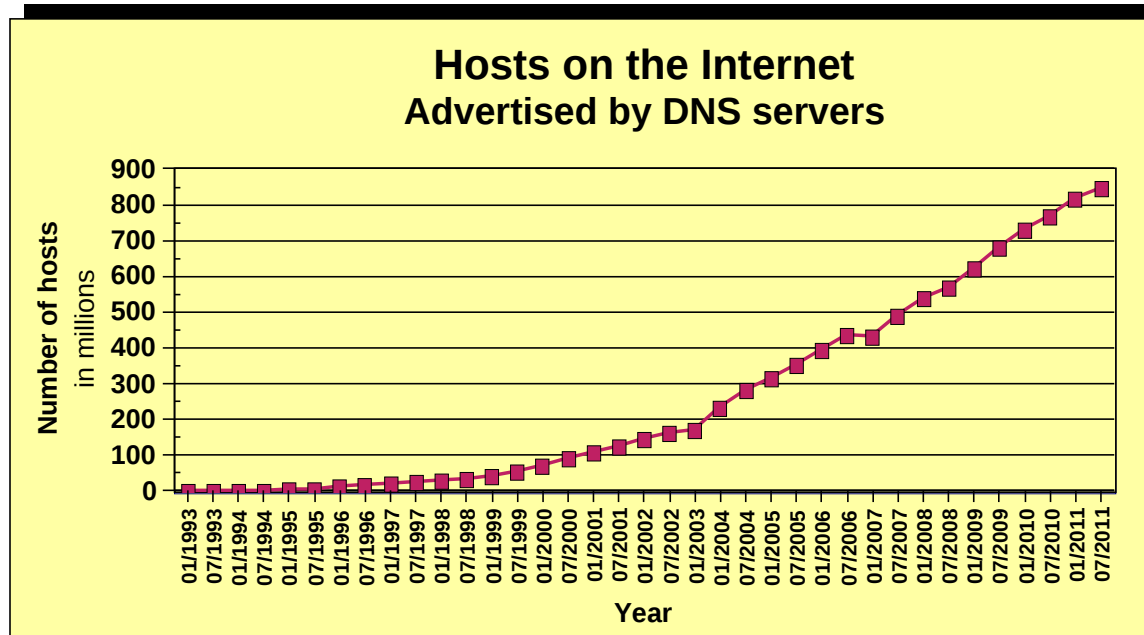
- The majority of z/OS customers do not know
 - Expectations are that it will be needed slightly earlier on other platforms than z/OS
- It is time to start thinking, learning, and preparing **now** !



Source: Survey conducted by ENS early 2009 among a selected set of customers (39 responses to this question)

IPv4 address usage since early 1993

- ~~Projected~~ Internet Assigned Numbers Authority (IANA) Unallocated Address Pool Exhaustion
 - Feb 2011
- Projected Regional Internet Registries (RIR) Unallocated Address Pool Exhaustion
 - Apr 2011 – Apr 2014
- z/OS Communications Server continues to focus on IPv6 standards currency
 - US DoD/NIST
 - IPv6 Forum



- What is the upper practical limit (the ultimate pain threshold) for number of assigned IPv4 addresses? Some predictions said 250,000,000 (250 million), others go up to 1,000,000,000 (one billion or one milliard).
- Source: <https://www.isc.org/solutions/survey>
- Source: <http://www.potaroo.net/tools/ipv4/index.html>
- Source: <http://penrose.uk6x.com/>

If you want to stay in business after 2011/2012, you'd better start paying attention!

Do not worry too much; the sky isn't falling – IPv4 and IPv6 will coexist for many years to come. Your applications need to be able to use both. If you write directly to the TCP/IP sockets layer, you need to start changing those applications.

When is Doomsday going to be here?

<http://www.potaroo.net/tools/ipv4/index.html>

IPv4 Address Report

This report generated at 30-Jan-2012 07:59 UTC.

IANA Unallocated Address Pool Exhaustion: **03-Feb-2011**

Projected RIR Address Pool Exhaustion Dates:

RIR	Projected Exhaustion Date
APNIC:	19-Apr-2011
RIPENCC:	27-Jul-2012
ARIN:	19-Jul-2013
LACNIC:	29-Jan-2014
AFRINIC:	27-Oct-2014



**This is no
longer a
future long
term
concern!!!!**



IPv4 Address exhaustion awareness is becoming a hot topic



Search

Instant is on ▼

About 44,100 results (0.45 seconds)

[Advanced search](#)

Past 3 weeks



► [IPv4 address exhaustion](#) - Wikipedia, the free encyclopedia

3 hours ago - **IPv4 address exhaustion** is the ultimate result of the decreasing availability of unallocated Internet Protocol Version 4 (IPv4) addresses at the regional ...

[IP addressing](#) - [Address depletion](#) - [Mitigation efforts](#) - [Exhaustion date](#)

en.wikipedia.org/wiki/IPv4_address_exhaustion - [Cached](#) - [Similar](#)

[IPv4 Address Exhaustion Not Instant Cause for Concern with IPv6 in ...](#)

Feb 1, 2011 - Major telecommunication companies and large organizations already have plans to implement a permanent solution as the remaining **IPv4 Web-address** space nears ...

www.eweek.com/.../IPv4-Address-Exhaustion-Not-Instant-Cause-for-Concern-with-IPv6-in-Wings-287643/ - [Cached](#)

[IPv4 Exhaustion Counter \(English\) | INTEC Systems Institute, Inc.](#)

Feb 10, 2011 - INTEC Systems Institute, Inc. provides a blogpart version of "IPv4 Exhaustion Counter" that visualize the status of **IPv4 address exhaustion**. ...

inetcore.com/project/ipv4ec/index_en.html - [Cached](#)

[Internet Runs Out Of IP Addresses -- InformationWeek](#)

Feb 4, 2011 - The supply of **IPv4 addresses** is technically exhausted. ... **addresses**, enough that it's difficult to foresee IPv6 **address exhaustion** ever being a problem. ...

www.informationweek.com/news/internet/.../showArticle.jhtml?... - [Cached](#)

[Vint Cerf, 'Father' of Internet, Weighs In on IPv4 Exhaustion ...](#)

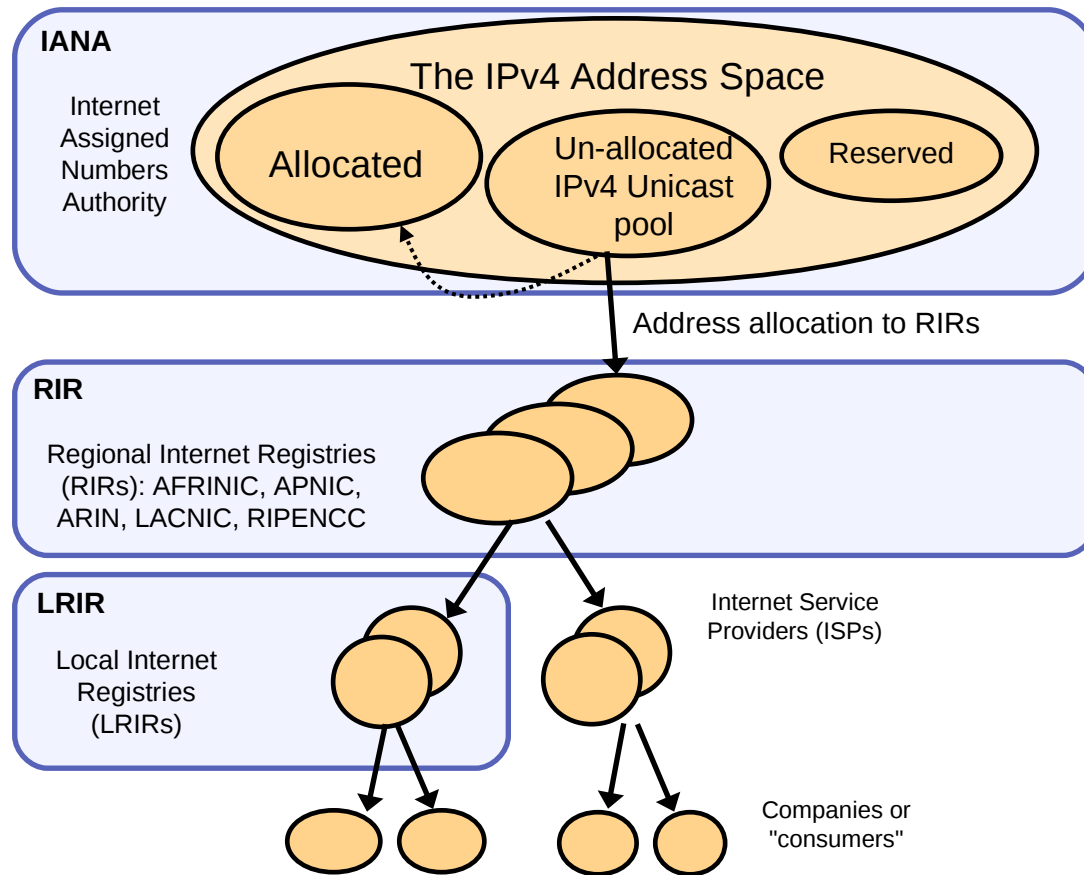
Feb 2, 2011 - The countdown has begun on the **IPv4 address exhaustion** issue. But there has been a solution in place for years now: IPv6. The question still on everyone's ...

www.pcmag.com/article2/0,2817,2379119,00.asp - [Cached](#)

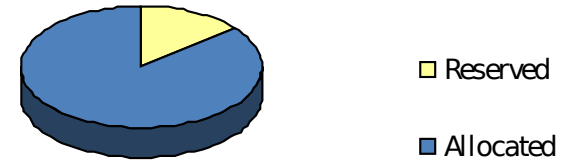
Network World – early May 2010



How the IPv4 address space is managed



IPv4 Address Pool Status per January 2012

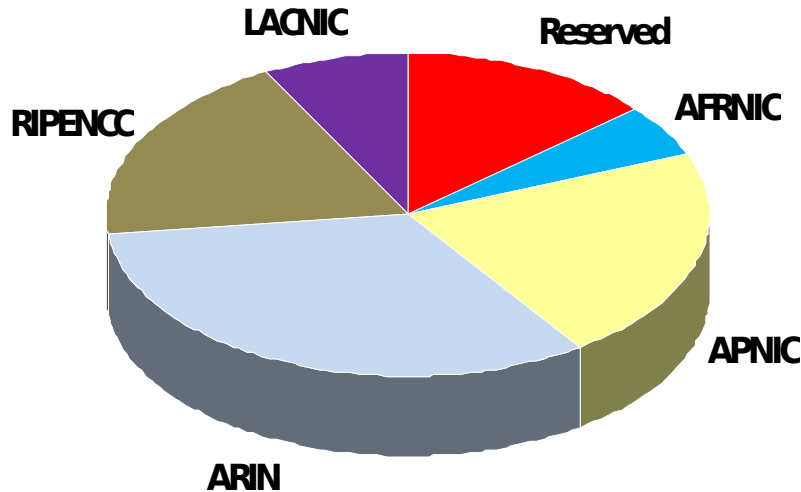


The IANA pool of un-allocated addresses was exhausted in February 2011

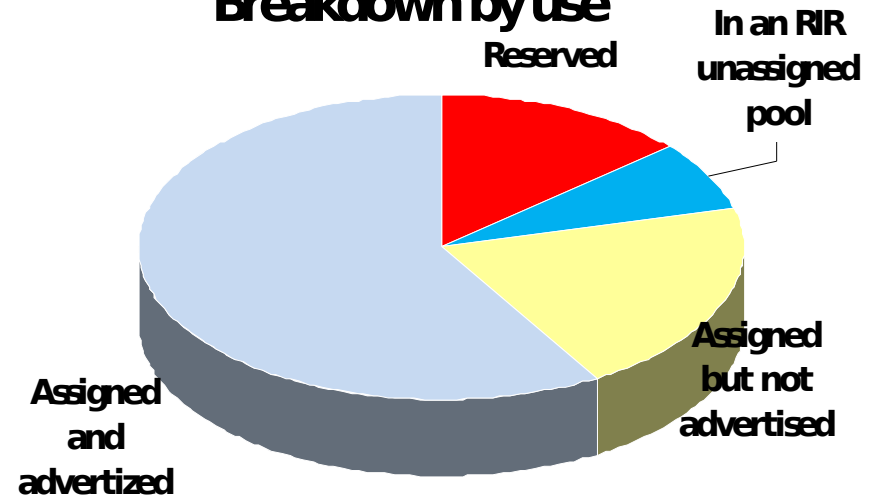
Source: "IPv4 Address Report" - <http://www.potaroo.net/tools/ipv4/>

IPv4 address space data as of January 2012

**IPv4 Address Pool Status
Breakdown by RIR**



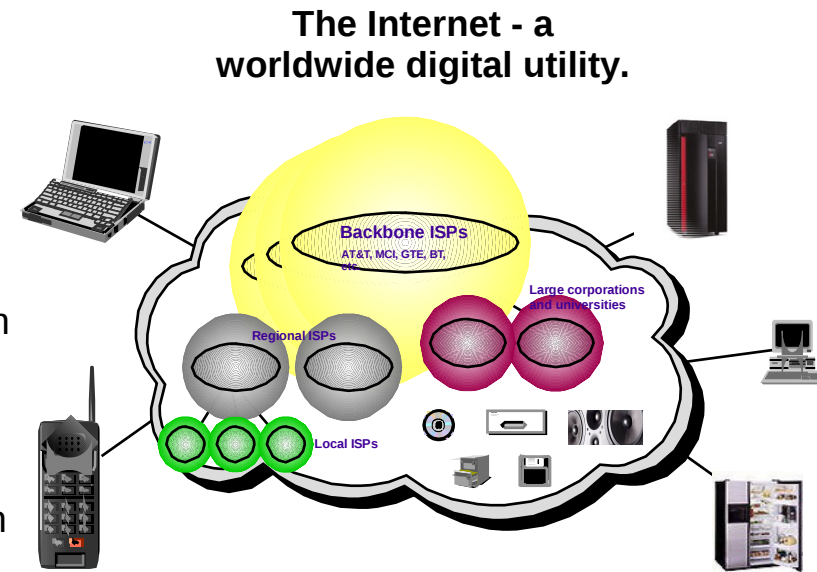
**IPv4 Address Pool Status
Breakdown by use**



Reserved:	Reserved by the IETF
Un-allocated:	Available to be allocated to the RIRs (<i>None available</i>)
AFRINIC:	Africa, portions of the Indian Ocean
APNIC:	Portions of Asia, portions of Oceania (includes Australia, China, India)
ARIN:	Canada, United States, islands in the Caribbean Sea and North Atlantic Ocean
RIPENCC:	Europe, the Middle East, Central Asia
LACNIC:	Latin America, portions of the Caribbean

Why IPv6? - It's really simple: IPv4 addresses are running short!

- **Forget about fancy IPv6 features as a reason for moving to IPv6**
 - (Some of them are actually good!)
- **IPv6 deployment is inevitable**
 - Literally running out of IPv4 addresses
 - IPv4 address pool projected to be exhausted soon
 - To minimize disruption, IPv6 needs to be in place and in actual use before exhaustion occurs
 - No other credible alternative to IPv6
 - Only alternative is IPv4 with significant increase in NAT
 - Increased use of private addresses and resulting address collisions
 - Complete loss of globally unique addressing
 - Even NAT requires pools of public IPv4 addresses
- **All major vendors have maturing IPv6 product lines**
 - Most operating systems support IPv6, with middleware and application support starting to ship as well
 - Router vendors have supported IPv6 for several years
 - Both Windows VISTA and Windows 7 were IPv6-enabled "out of the box"



Connectivity for ***anyone*** from ***anywhere*** (car, plane, home, office) to ***anything!***

IPv6 promises true end-to-end connectivity for peer-based collaborative solutions.

Current trends driving IPv6

■ Growing mobility of users

- Internet access from anywhere (car, airplane, home, office)
- Multiple addresses per person
- Pervasive Computing

■ Continued rapid growth of the Internet

- China plans to roll out ~1 billion Internet nodes, starting with a 320 million student educational network
 - Network operations for 2008 Summer Olympics done solely on IPv6 network
- Asia/Pacific, and to a lesser extent Europe, missed out on the early IPv4 address allocations

■ Government support

- Wide-scale IPv6 promotion underway in China, Japan, Korea and Taiwan
- European Commission (EC) encourages IPv6 research, education, and adoption in member countries
- US Department of Defense - All platforms offered to DoD must meet very specific IPv6 capabilities
- Other US government institutions through the National Institute of Standards and Technologies - NIST has also published detailed IPv6 compliance requirements

■ More and more "push" applications being deployed in the wireless market space.

- Clients subscribe to services that get pushed out by servers – requires public addresses for clients

■ Convergence of voice, video and data on IP

- Need for reliable and scalable architecture
- "Always-on Connections"

What is IPv6?

So - what is IPv6?

- **IPv6 is an evolution of the current version of IP, which is known as IPv4**

- Work on new IETF standard started in early 90's
- Not backward compatible, but migration techniques defined

- **Today's IPv4 has 32 bit addresses**

- Theoretical limit is around 4 billion addresses
- Due to IPv4 address assignment structure and policies, the practical limit is less than 1 billion useable global addresses

IPv4 Address:

9.67.122.66

- **IPv6 provides almost unlimited number of addresses**

- IPv6 addresses are 128 bits
- No practical limit on global addressability
- Enough address space to meet all imaginable needs for a while
- More addresses *cannot* be retrofitted into IPv4

IPv6 Address:

2001:0DB8:4545:2::09FF:FEF7:62DC

- **Other improvements important, but to some extent secondary:**

- Facilities for automatic configuration (improved support for site renumbering)
- End to end IP security
- Miscellaneous improvements aimed at improving router performance

Important IPv6 technical features

■ IPv6 header and extensions header

- Streamlined IPv6 header
 - Fixed length to speed up forwarding processing in routers
- Optional extension headers for fragmentation, security, etc.

■ Routers are no longer allowed (able) to fragment forwarded data-grams

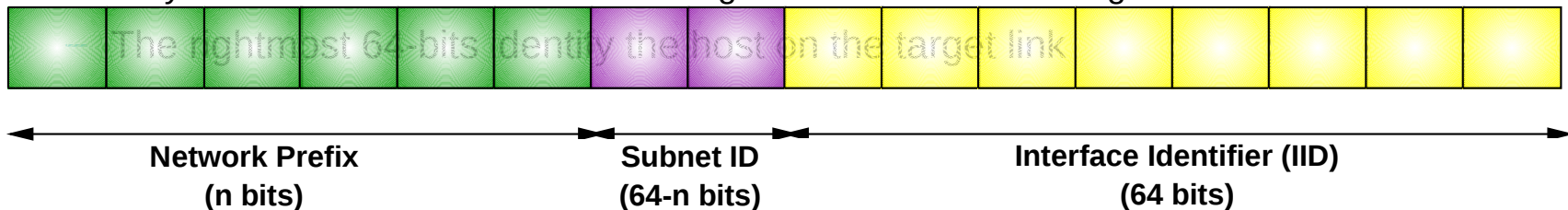
- Path MTU discovery is always used

■ Expanded size of IP address space

- Address space increased to 128 bits
 - Provides 340,282,366,920,938,463,463,374,607,431,768,211,456 addresses
 - 3.4028×10^{38}
 - Enough for many(!) addresses per person on the planet
- A 64-bit subnet prefix identifies the link
- Followed by a 64-bit Interface Identifier (IID)

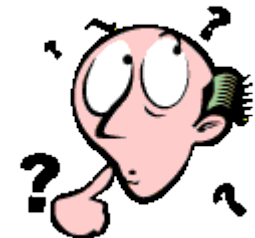
■ IID may be derived from IEEE identifier (MAC address)

- Only leftmost 64 bits available for routing and "network addressing"



IPv6 address textual representation

- Addresses are represented as 8 segments of 4 hex digits (16 bits), separated by colons
 - **2001:0DB8:0:0:240:2BFF:FE3D:71AD**
- Two colons in a row can be used to denote one or more sets of zeroes, usually used between the prefix and the interface ID
 - **2001:0DB8::240:2BFF:FE3D:71AD**
- The prefix length can be indicated after a slash at the end
 - **2001:0DB8::240:2BFF:FE3D:71AD/64**
- A prefix alone is represented as if the interface ID bits are all zero
 - **2001:0DB8::/64**
- Obviously, this syntax may be a bit difficult for humans.....
 - Use of DNS/hostnames is no longer an optional convenience



Common IPv6 addresses and prefixes

- **::/128**
 - INADDR6_ANY (the unspecified address)
 - All zero address
- **::1/128**
 - IPv6 loopback address
- **FF00::/8**
 - Multicast addresses
- **FE80::/10**
 - Link-local addresses
- **FC00::/7**
 - Unique local addresses
- **::FFFF/96**
 - IPv4-Mapped IPv6 Address
- **2000::/3**
 - Current globally unique IPv6 address space (may change in the future)
 - In a sense, anything different from the ones above are to be considered globally unique addresses

8 bits	4 bits	4 bits	112 bits
11111111	Flags	scope	Group ID

10 bits	54 bits	64 bits
11111111010	0	Interface ID

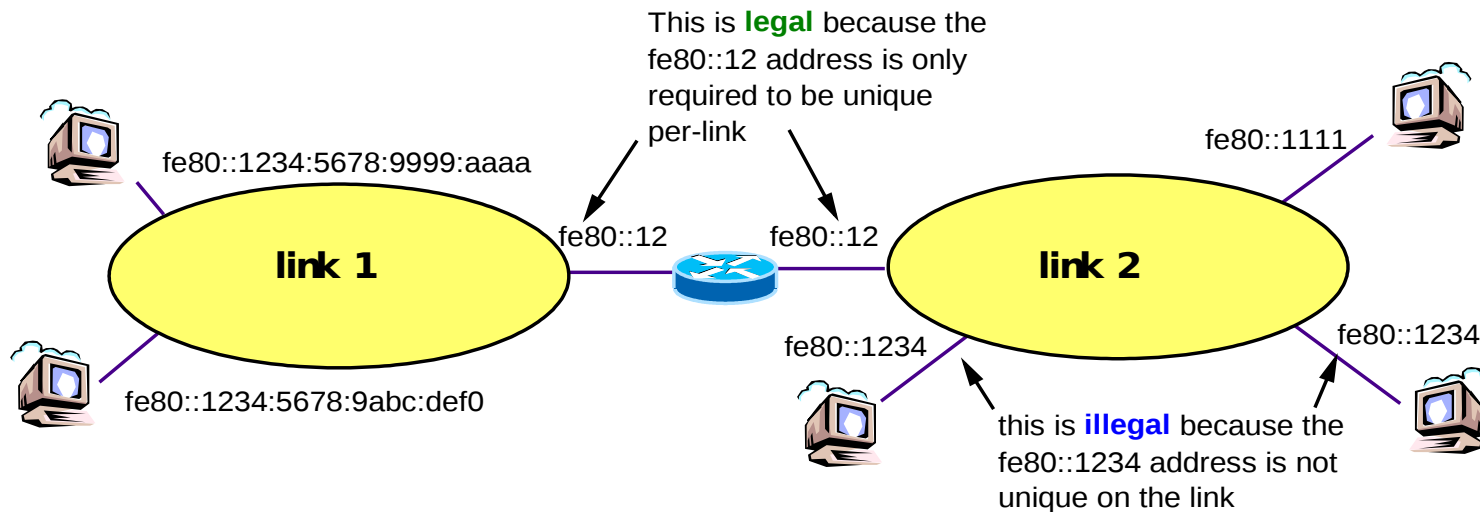
7 bits	121 bits
11111110	Local address

80 bits	16 bits	32 bits
0	FFFF	IPv4 address

3 bits	45 bits	16 bits	64 bits
Network prefix		Subnet	Interface ID
001	Network id		

IPv6 scoped unicast addressing

- Concept of scoped unicast addresses part of architecture
- Link-local addresses for use on a single link
 - Primarily used for bootstrapping and infrastructure protocols such as Neighbor Discovery
 - Address = well-known link-local prefix plus node-generated IID
- Unique Local IPv6 Unicast addresses for use within a site
 - Like net 10 (not routable in the Internet backbone)
 - Site-local addresses
 - Part of early IPv6 standards -but introduced a lot of complexity
 - Has been deprecated by the IETF
- Global address prefixes are provided by ISPs



Stateless Address Auto-configuration and Neighbor Discovery

- Address Configuration without separate DHCP server
 - Router is the server, advertising key address configuration information
- Address formed by combining routing prefix with Interface ID
- Link-local address configured when an interface is enabled
 - Allows immediate communication with devices on the local link
 - Primarily used for bootstrapping and management
 - Well-known prefix combined with locally-generated 64-bit IID
- Other addresses configured via Routing Advertisements (RA)
 - RA advertises 64-bit prefixes
 - Public addresses formed from Interface ID
- Duplicate Address Detection (DAD)
 - Ensures uniqueness of configured IP address

Router Discovery

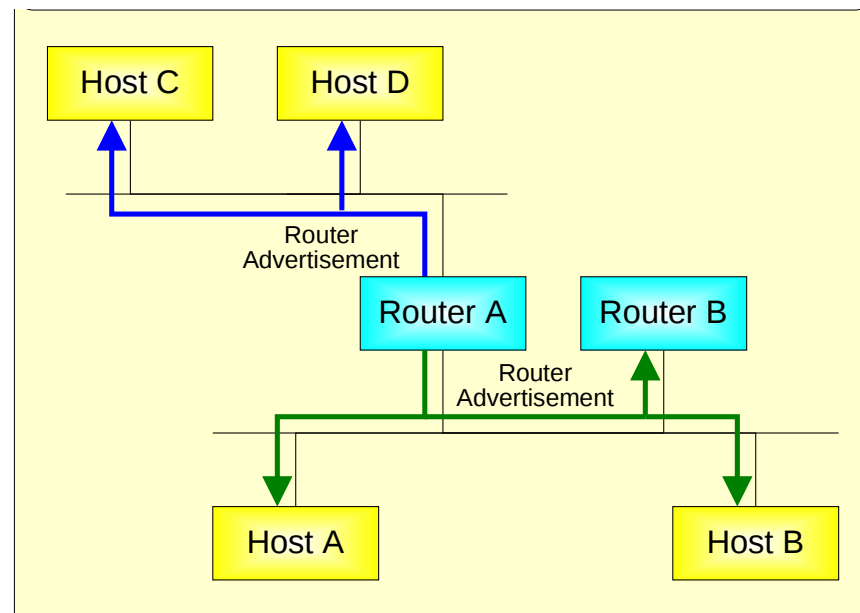
- Router Solicitations and Router Advertisements used to find and keep track of neighboring routers
- Includes additional information for IP stack configuration

Address resolution

- Neighbor Solicitations and Neighbor Advertisements perform address resolution (i.e., ARP functions)

Neighbor Unreachability Detection (NUD)

- Keep track of reachability of neighbors
- If path to router fails, switch to another router before TCP timeouts



IPv6 penetration

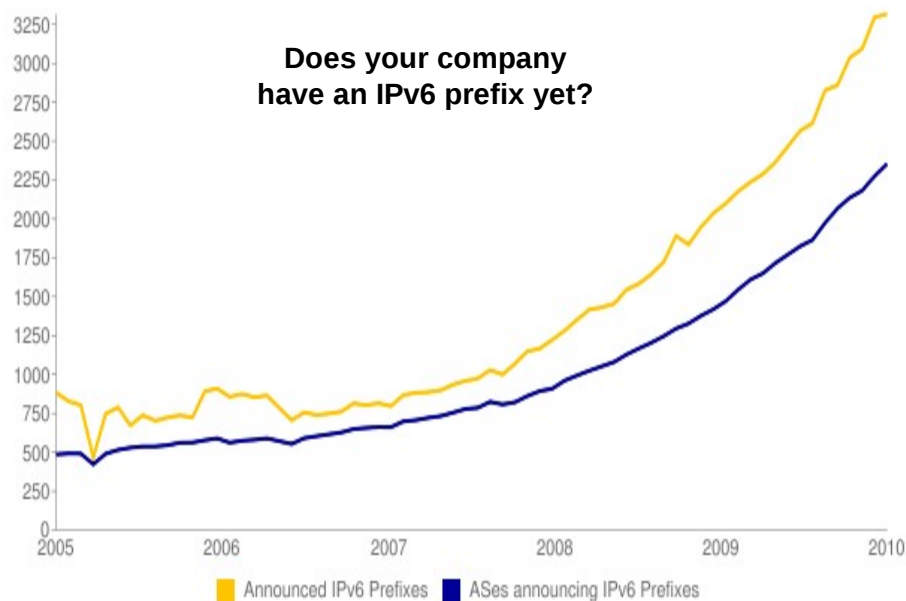
Who is currently taking the lead on IPv6 deployment?

- **US Department of Defense (DoD)**
 - IPv6 compliance requirements detailed
 - All platforms offered to DoD must meet very specific IPv6 capabilities
- **Other US government institutions through the National Institute of Standards and Technologies**
 - NIST has also published detailed IPv6 compliance requirements
 - Generally platforms offered to any US government institution must meet these very specific IPv6 requirements
- **Worldwide, other organizations are closely looking at the IPv6 compliance tests done according to the IPv6 forum – the IPv6-Ready Phase 1 and Phase 2 logo certification (Tahi test suite)**
 - z/OS V1R10 is IPv6 certified according to the US DoD IPv6 requirements
 - z/OS V1R11 are IPv6-Ready Logo Phase 2 certified
- **Russia has begun developing similar IPv6 compliance requirements**
- **The European Union is trying to jump-start IPv6 deployment within the European Union**
 - ADVANCING THE INTERNET - Action Plan for the deployment of Internet Protocol version 6 (IPv6) in Europe (issued in 2008)
- **Japan and China have had operational IPv6 networks for a few years**
- **The mobile telephone (device) industry is moving beyond GSM into IMS (IP multimedia Subsystem)**
 - Agreed to by the industry that it has to be based on IPv6
- **The internal management network (INMN) in the zEnterprise System is IPv6 due to the facilities IPv6 offers in terms of auto configuration**
 - Cloud infrastructure solutions in general are assumed to move to IPv6 for the same reasons

IANA IPv6 Prefix allocations

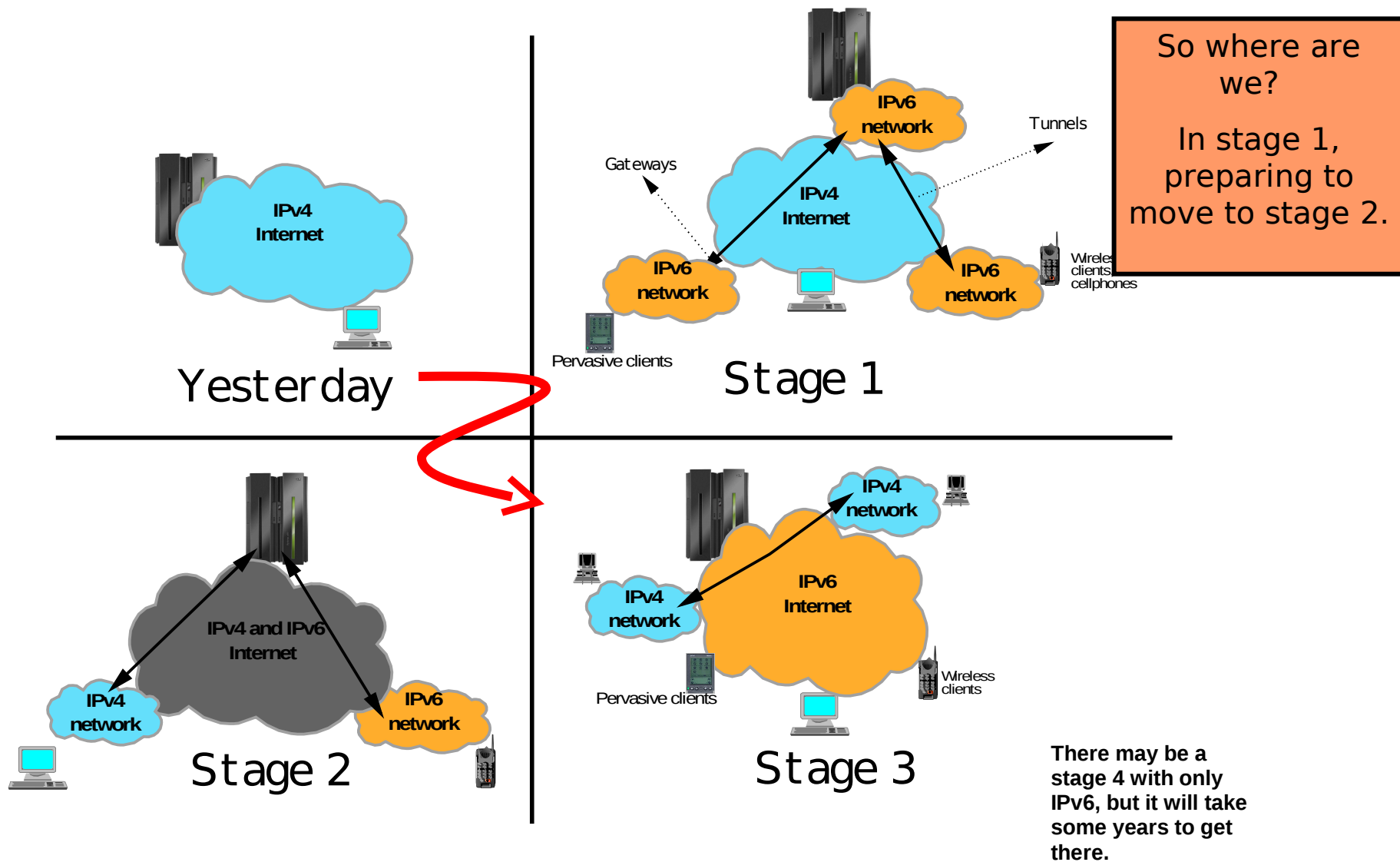
- IANA assigns IPv6 prefixes to the Regional Internet Registries for both IPv4 and IPv6
- The table to the right lists the current IPv6 prefix allocation to the RIRs
 - You will typically be assigned a 48-bit prefix out of these
 - Note: they all currently start with binary 001
- The graph below shows how many Autonomous Systems (AS) currently announce IPv6 prefixes

Does your company
have an IPv6 prefix yet?



Prefix	Designation	Date	Status
2001:0000::/23	IANA	7/1/1999	ALLOCATED
2001:0200::/23	APNIC	7/1/1999	ALLOCATED
2001:0400::/23	ARIN	7/1/1999	ALLOCATED
2001:0600::/23	RIPE NCC	7/1/1999	ALLOCATED
2001:0800::/23	RIPE NCC	5/2/2002	ALLOCATED
2001:0A00::/23	RIPE NCC	11/2/2002	ALLOCATED
2001:0C00::/23	APNIC	5/2/2002	ALLOCATED
2001:0E00::/23	APNIC	1/1/2003	ALLOCATED
2001:1200::/23	LACNIC	11/1/2002	ALLOCATED
2001:1400::/23	RIPE NCC	2/1/2003	ALLOCATED
2001:1600::/23	RIPE NCC	7/1/2003	ALLOCATED
2001:1800::/23	ARIN	4/1/2003	ALLOCATED
2001:1A00::/23	RIPE NCC	1/1/2004	ALLOCATED
2001:1C00::/22	RIPE NCC	5/4/2001	ALLOCATED
2001:2000::/20	RIPE NCC	5/4/2001	ALLOCATED
2001:3000::/21	RIPE NCC	5/4/2001	ALLOCATED
2001:3800::/22	RIPE NCC	5/4/2001	ALLOCATED
2001:3C00::/22	IANA		RESERVED
2001:4000::/23	RIPE NCC	6/11/2004	ALLOCATED
2001:4200::/23	AfriNIC	6/1/2004	ALLOCATED
2001:4400::/23	APNIC	6/11/2004	ALLOCATED
2001:4600::/23	RIPE NCC	8/17/2004	ALLOCATED
2001:4800::/23	ARIN	8/24/2004	ALLOCATED
2001:4A00::/23	RIPE NCC	10/15/2004	ALLOCATED
2001:4C00::/23	RIPE NCC	12/17/2004	ALLOCATED
2001:5000::/20	RIPE NCC	9/10/2004	ALLOCATED
2001:8000::/19	APNIC	11/30/2004	ALLOCATED
2001:A000::/20	APNIC	11/30/2004	ALLOCATED
2001:B000::/20	APNIC	3/8/2006	ALLOCATED
2002:0000::/16	6to4	2/1/2001	ALLOCATED
2003:0000::/18	RIPE NCC	1/12/2005	ALLOCATED
2400:0000::/12	APNIC	10/3/2006	ALLOCATED
2600:0000::/12	ARIN	10/3/2006	ALLOCATED
2610:0000::/23	ARIN	11/17/2005	ALLOCATED
2620:0000::/23	ARIN	9/12/2006	ALLOCATED
2800:0000::/12	LACNIC	10/3/2006	ALLOCATED
2A00:0000::/12	RIPE NCC	10/3/2006	ALLOCATED
2C00:0000::/12	AfriNIC	10/3/2006	ALLOCATED

IPv4 to IPv6 Internet evolution



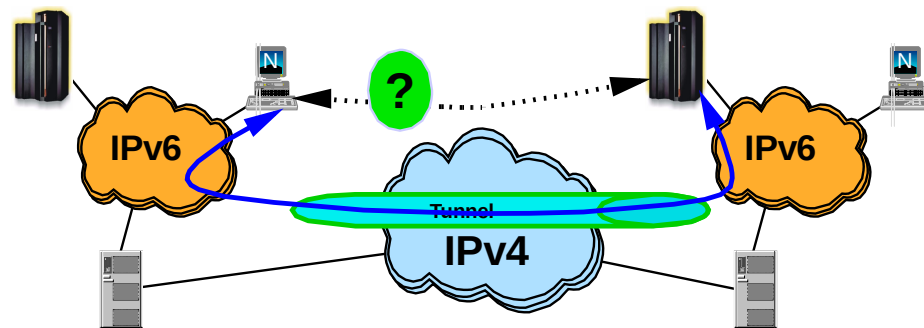
Coexistence and migration

General transition considerations

1

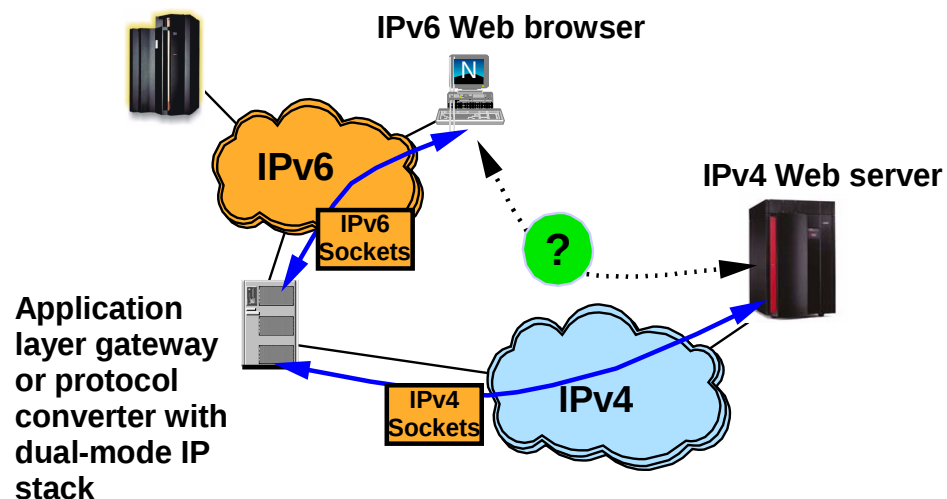
How do we share the physical network so that both IPv4 and IPv6 can be transported over one and the same physical network?

- Standard LAN technologies for multiplexing multiple network protocols over the same media
- Dual-mode stack (supports both IPv4 and IPv6 in one TCP/IP stack)
- Tunneling of IPv6 over IPv4

**2**

How do applications that have not yet been enhanced to support IPv6 communicate with applications that only support IPv6?

- Dual-stack
- Application Layer Gateways (ALG)
- Various other IPv6 transition technologies, such as ISATAP, 6to4 prefixes, SIIT, etc.
- Look them up yourself!

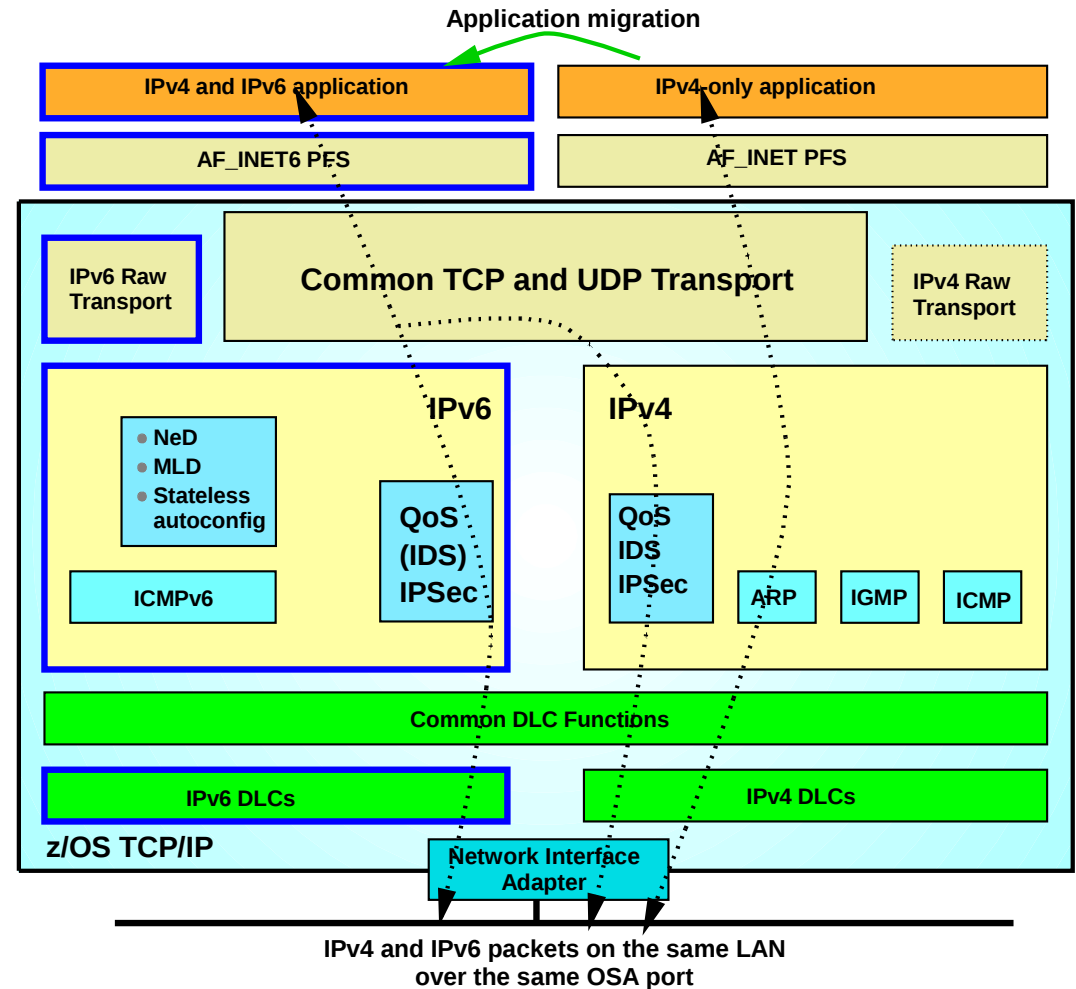


Isn't IPv6 enablement just a network engineering exercise?

- Unfortunately, no!
- A few facts:
 - The network infrastructure will have to be updated to support IPv6 network infrastructure functions, such as neighbor discovery (an auto-addressing technology), IPv6 routing tables (OSPFv3), ICMPv6, Name servers with IPv4 and IPv6 addresses, DHCP servers for IPv6, etc.
 - Layer-3 routers
 - Firewalls
 - Intrusion Detection devices
 - Application layer gateways (ALGs)
 - Etc.
 - The physical media you use today can carry both IPv4 and IPv6 – so no new cabling (!)
 - A TCP/IP stack must be updated to support IPv6 – alongside with IPv4 (known as dual-mode TCP/IP stack)
 - IPv6 requires a new sockets interface, known as AF_INET6 (Addressing Family IPv6)
 - IPv4 sockets programs today use AF_INET, which is IPv4 only. An AF_INET sockets program can communicate with an IPv4 sockets partner only
 - Sockets programs that are updated to support AF_INET6 can communicate with both IPv4 and IPv6 sockets partners
- Sockets programs must be updated to talk IPv6 !!

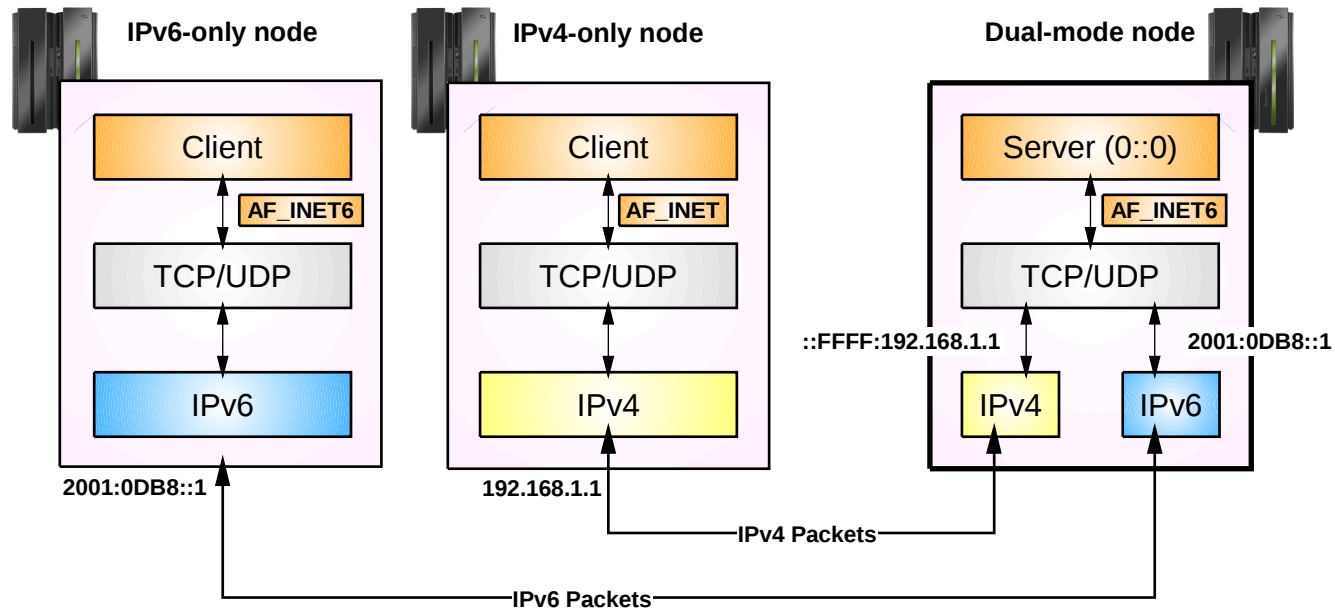
z/OS TCP/IP is a dual-mode TCP/IP stack

- A dual-mode (or dual-stack) TCP/IP implementation supports both IPv4 and IPv6 interfaces – and both old AF_INET and new AF_INET6 applications.
- The dual-mode TCP/IP implementation is a key technology for IPv4 and IPv6 coexistence in an internet.
- For AF_INET6 applications, the common TCP or UDP transport layer determines per communication partner if the partner is an IPv4 or an IPv6 partner - and chooses IPv4 or IPv6 networking layer component based on that.



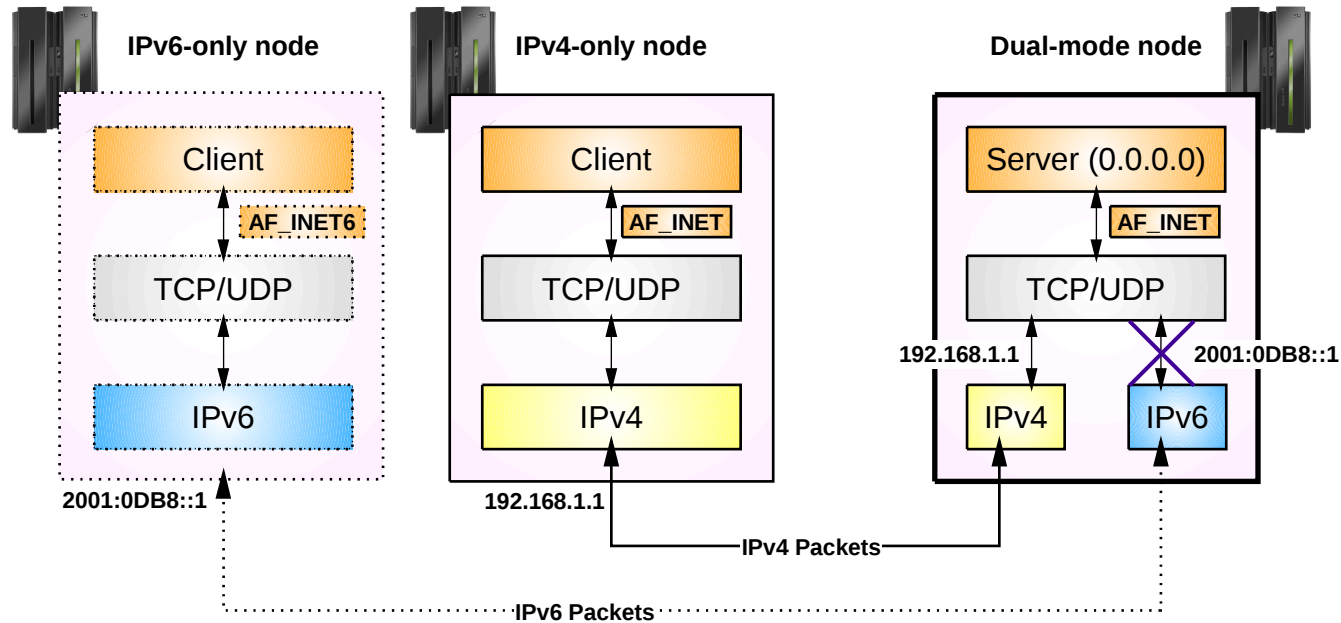
- Raw applications make the determination themselves when they choose IPv4 or IPv6 raw transport.

IPv6-enabled application on a dual mode stack



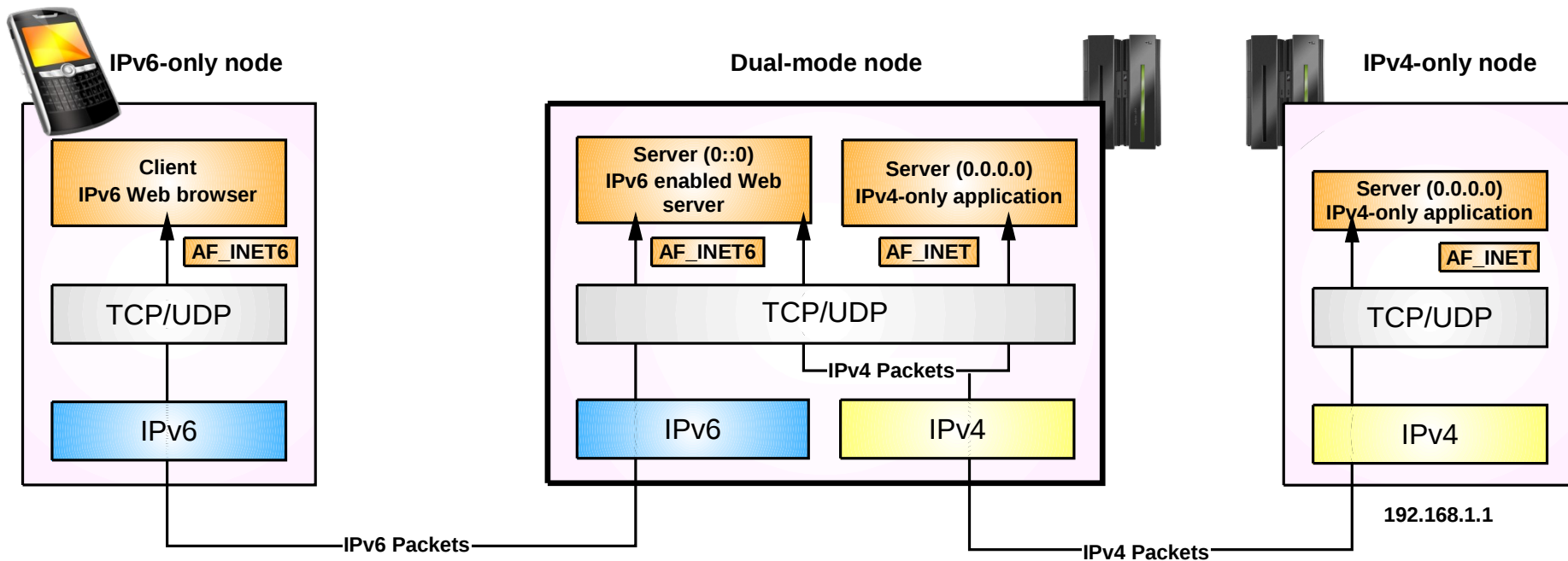
- An IPv6-enabled application can communicate with both IPv4 and IPv6 peers
 - A single socket can be used to send or receive traffic from either IPv4 or IPv6 partners
 - IPv4 packets to the IPv4 partner and IPv6 packets to the IPv6 partner
 - No changes need to be made to the partner application
- An IPv6-enabled application uses AF_INET6 sockets for both IPv4 and IPv6 partners
 - An IPv4 address is mapped to IPv6 addresses by the Transport Layer in the TCP/IP stack
 - Uses a special address format which identifies the IPv6 address as an IPv4-mapped IPv6 address
 - For example, 9.67.115.69 would be represented as ::FFFF:9.67.115.69

IPv4-only application on a dual-mode stack



- An IPv4 application running on a dual-mode stack can communicate with an IPv4 partner
 - The source and destination addresses will be native IPv4 addresses
 - The packet which is sent will be an IPv4 packet
- If partner is IPv6 running on an IPv6 only stack, then communication fails
 - If partner was on dual-mode stack, then it would fit in previous page discussion
 - The partner only has a native IPv6 address, not an IPv4-mapped IPv6 address
 - The native IPv6 address for the partner cannot be converted into a form the AF_INET application will understand

Accessing IPv4-only applications through an IPv6 application layer gateway (ALG)



- An IPv6-only client can access IPv4-only servers via an IPv6 “proxy”
 - The IPv6 proxy communicates with the IPv6-only client using IPv6, and accesses the IPv4-only server using IPv4
 - The IPv4-only server may be on the same node as the IPv6 proxy, or may reside on a different node
 - The use of a backend IPv4-only server is, in most cases, completely transparent to the IPv6 client

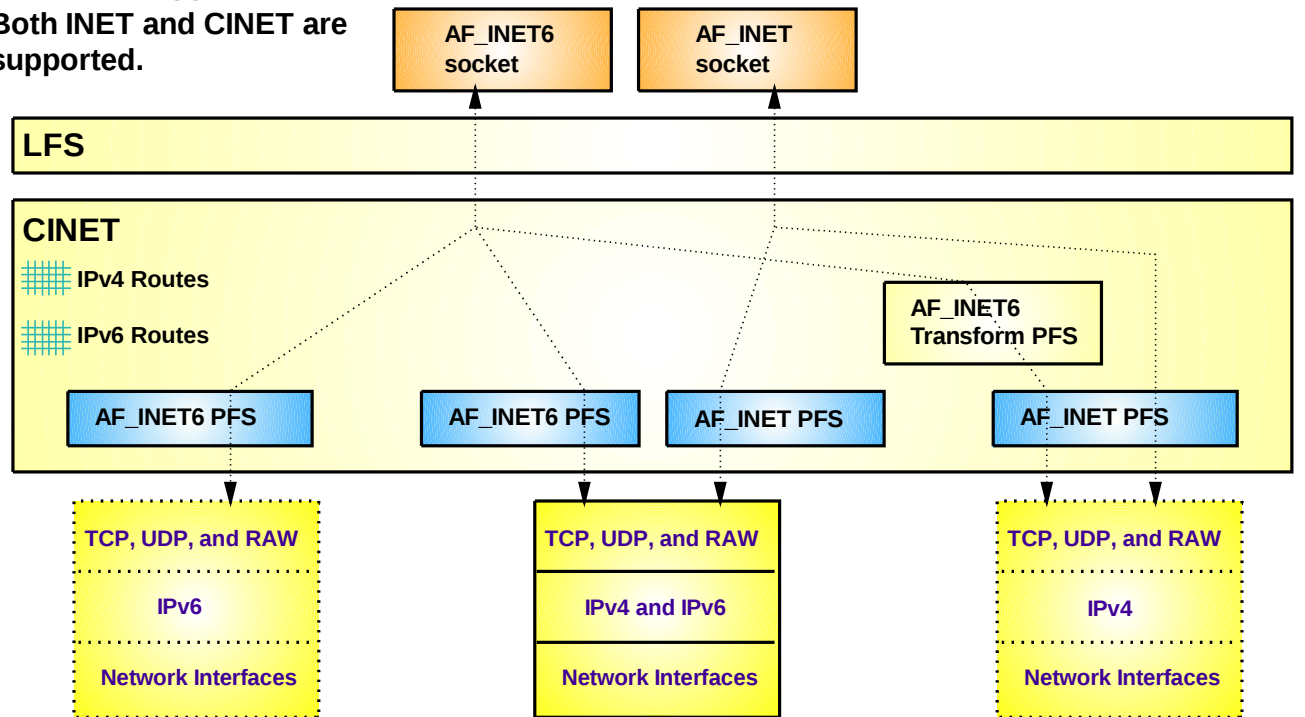
Enabling IPv6 on z/OS

Enabling IPv6 support on z/OS

IPv6 is enabled at an LPAR level via an option in BPXPRMxx to enable AF_INET6 support.

Both INET and CINET are supported.

When IPv6 is enabled, a z/OS TCP/IP stack will always have an IPv6 Loopback interface. You can define real IPv6 interfaces in addition to the loopback interface.



IPv6-only TCP/IP Stack

This will not be the case on z/OS for the foreseeable future! An AF_INET6 stack is required to also support AF_INET!

Dual Mode TCP/IP Stack

A z/OS TCP/IP stack will always come up as dual-mode if AF_INET6 is enabled in BPXPRMxx

IPv4-only TCP/IP Stack

(such as an OEM TCP/IP stack)

► Existing AF_INET sockets programs will continue to work as they always did - no difference in behavior or support.

► AF_INET6 enabled sockets programs will be able to communicate with IPv4 partners (just as before they were changed to support IPv6), but in addition to that they will also be able to communicate with IPv6 partners.

Netstat output format LONG or SHORT

- When IPv6 is enabled, most netstat reports will look different because of the potential for long IPv6 addresses.
 - Without IPv6 enabled, netstat uses what is known as a SHORT report format
 - It is possible to have both local and remote IPv4 address in one 80-character line
 - You can override the SHORT format by coding IPCONFIG FORMAT LONG
 - With IPv6 enabled, netstat uses a LONG report format
 - Each IPv6 address may potentially be up to 45 characters long, which makes it impossible to have both local and remote IPv6 addresses in a single 80-character line
- Make sure you update any netstat screen-scraping REXX programs you might have developed in the past!

```
MVS TCP/IP NETSTAT CS V1R12      TCP/IP Name: TCPCS      12:50:02
User Id  Conn      State
-----  ----      -
MYINETD1 00000025 Listen
  Local Socket:  9.42.104.161..23
  Foreign Socket: 0.0.0.0..0
TN3270A  00000045 Listen
  Local Socket:  ::..23
  Foreign Socket: ::..0
TN3270A  00001B5E EstablsH
  Local Socket:  ::ffff:9.42.105.45..23
  Foreign Socket: ::ffff:9.50.52.109..58646
Application Data:  EZBTNSRV TCPABC81 TS010001 ET B
```

Accessing z/OS over IPv6 from a remote site

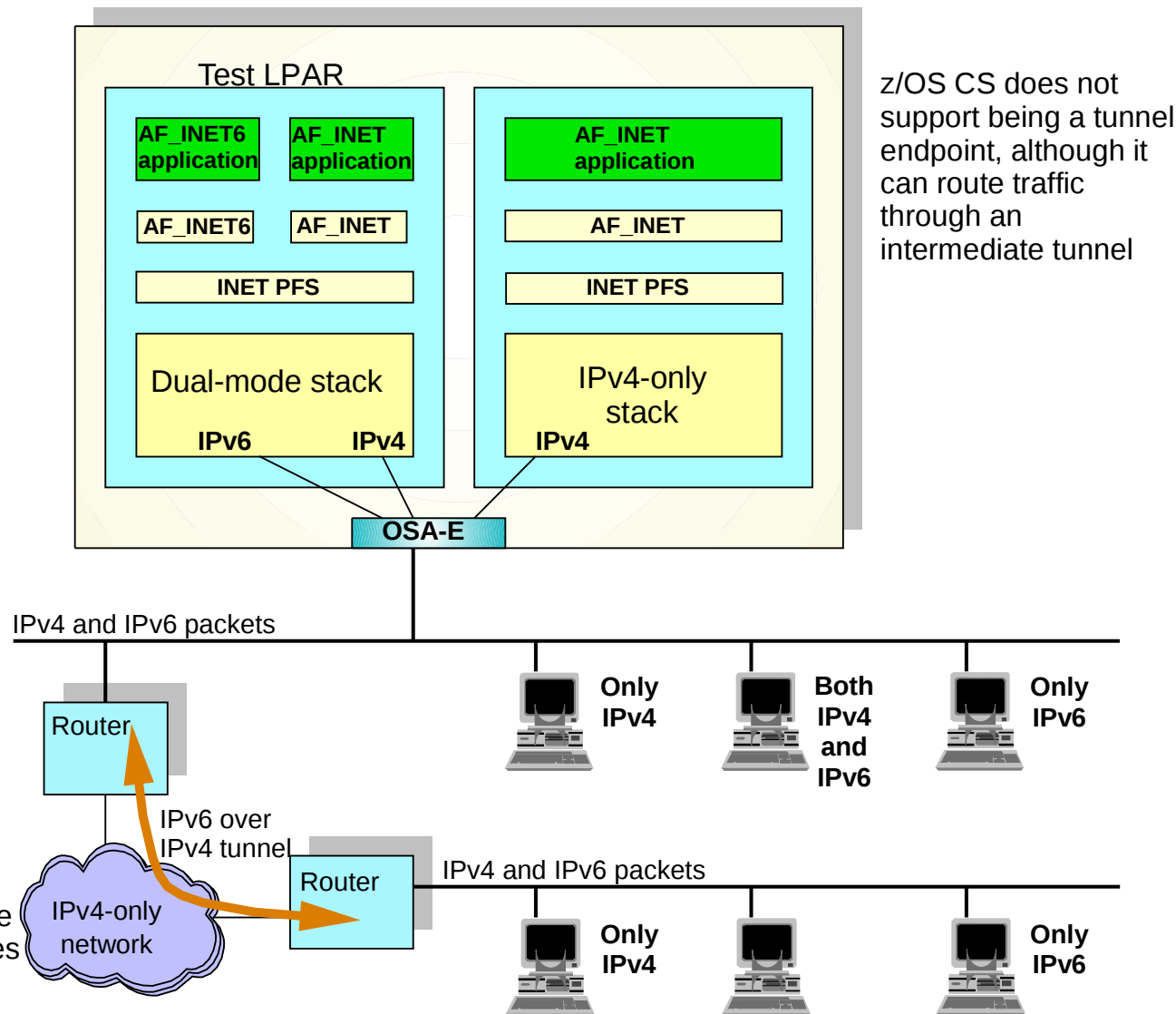
Remember:

You can enable IPv6 today on z/OS without impact to your existing IPv4 users.

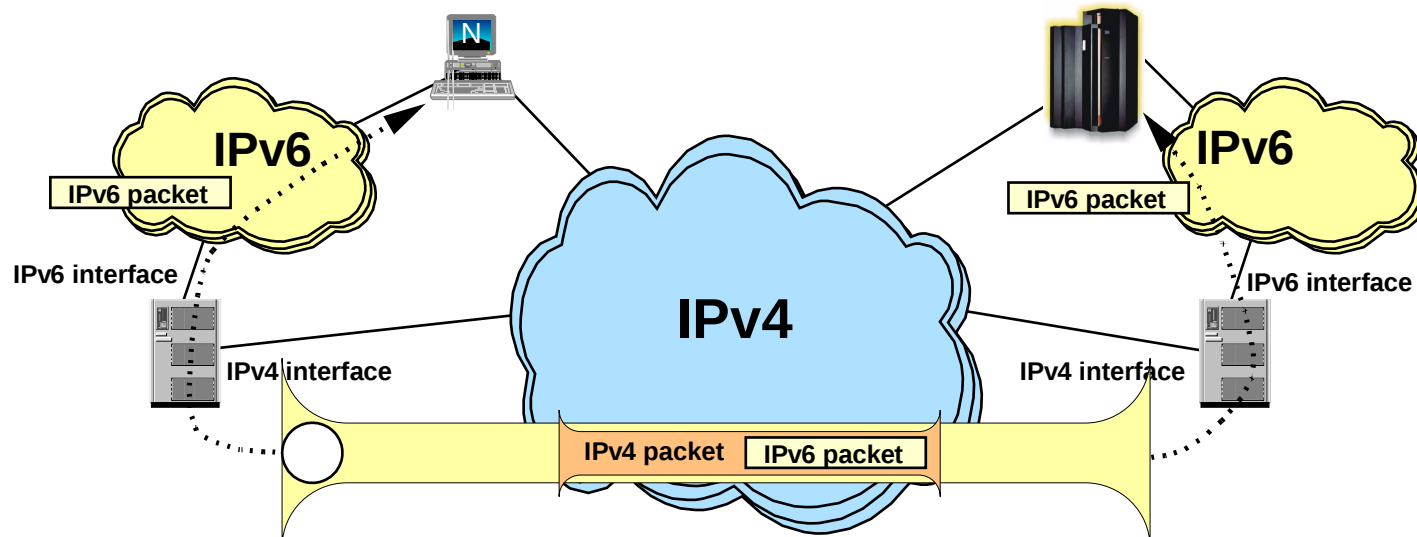
Do it on your test system – initially without defining any IPv6 interfaces.

All IPv4 communication continues to work as before.

Use IPv6 over IPv4 tunneling when native IPv6 connectivity does not exist

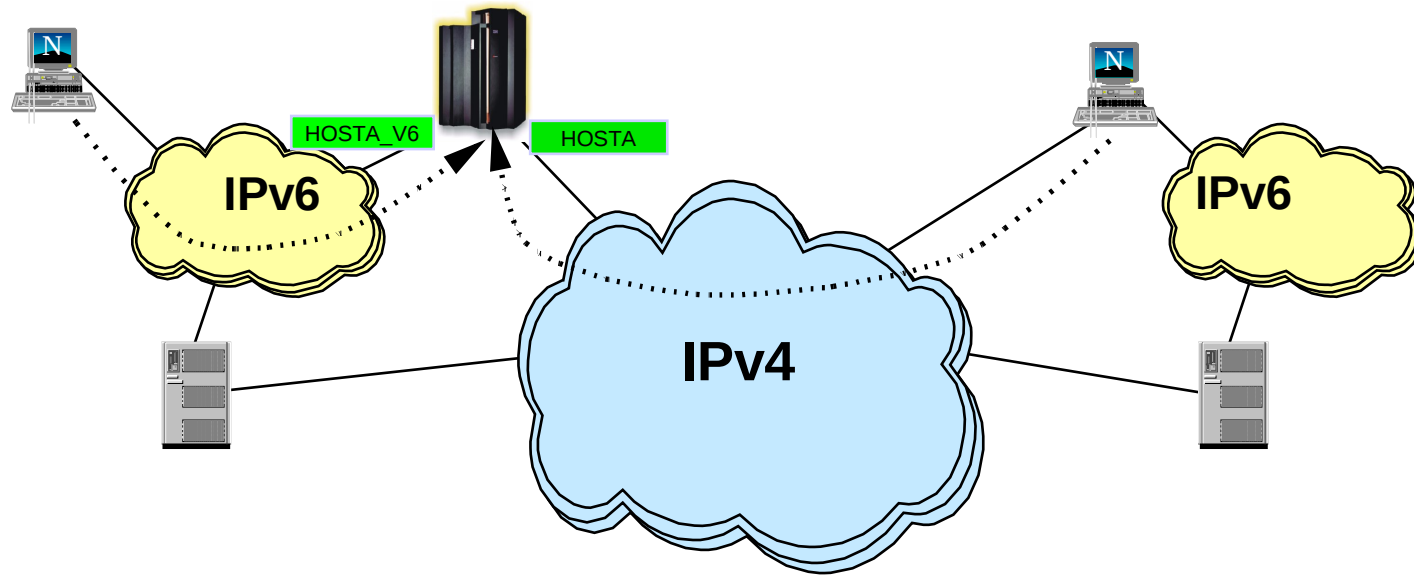


IPv6 paths are preferred over IPv4



- IPv6 connectivity is preferred over IPv4
 - In many cases, only if one of the nodes does not support IPv6 will IPv4 be used
 - Can lead to undesirable paths in the network
 - Data may be tunneled over the IPv4 network even when a native IPv4 path exist
- May lead to longer connection establishment to an AF_INET application on a dual-stack node
 - IPv6 addresses will be tried before attempting to connect via IPv4
 - A "well behaved" client will cycle through all addresses returned and try the IPv4 address
 - But this takes time and network resources
 - And not all clients are "well behaved" or bug-free

Use of distinct IPv4 and IPv6 host names



- To avoid undesirable tunneling, configure two host names in DNS
 - Continue to use the existing host name for IPv4 connectivity
 - Create a new host name to be used for IPv6 connectivity
 - Optionally, a third host name which may be used for both IPv4 and IPv6 can be configured
- Client chooses type of connection based on host name
 - Using the existing host name results in IPv4 connectivity
 - Using the new host name results in IPv6 connectivity

Note: Use of distinct host names is only necessary during the initial transition phases when native IPv6 connectivity does not exist

What functions are IPv6-enabled?

Defining IPv6 interfaces

- IPv6 interfaces are defined using an INTERFACE statement in the TCP/IP profile
 - Combines the definitions of DEVICE, LINK and HOME into one statement
 - In order for one physical device to support both IPv4 and IPv6 traffic, DEVICE, LINK and HOME statements have to be specified in the profile to define the IPv4 side and an INTERFACE statement must be specified to define the IPv6 side
- A single IPv6 interface may have one or more IPv6 addresses at any given time
 - There will always be a link-local address, which is automatically assigned during interface activation
 - There may be 0-n local-unicast and/or global IPv6 addresses as well
- For physical interfaces, IP addresses (except for the link-local address) may be manually configured or may be autoconfigured

```
INTERFACE OSAQDI015 DEFINE IPAQENET6 PORTNAME OSAQDI01
```

```
INTERFACE OSAQDI025 DEFINE IPAQENET6 PORTNAME OSAQDI02
```

```
IPADDR FC00::9:67:115:5
```

```
2001:0DB8::9:67:115:5
```

Netstat DEVLINKS/-d

MVS TCP/IP onetstat CS V1R12 TCPIP Name: TCPCS 12:55:20

DevName: OSAQDI04 DevType: MPCIPA

DevStatus: Ready

LnkName: OSAQDIOLINK LnkType: IPAQENET LnkStatus: Ready

NetNum: 0 QueSize: 0 Speed: 0000000100

IpBroadcastCapability: No

CfgRouter: Non

ActRouter: Non

ArpOffload: Yes

ArpOffloadInfo: Yes

ActMtu: 1492

VLANid: 1260

VLANpriority: Enabled

ReadStorage: GLOBAL (8064K)

InbPerf: Balanced

ChecksumOffload: Yes

BSD Routing Parameters:

MTU Size: 00000

Metric: 00

DestAddr: 0.0.0.0

SubnetMask: 255.255.255.192

Multicast Specific:

Multicast Capability: Yes

Group

RefCnt

224.0.0.1

0000000001

Link Statistics:

BytesIn = 11476

Inbound Packets = 10

Inbound Packets In Error = 0

Inbound Packets Discarded = 0

Inbound Packets With No Protocol = 0

BytesOut = 6707

Outbound Packets = 10

Outbound Packets In Error = 0

Outbound Packets Discarded = 0

Netstat DEVLINKS/-d (continued)

```
IntfName: OSAQDI046      IntfType: IPAQENET6 IntfStatus: Ready
  NetNum:  0   QueSize: 0   Speed: 0000000100
  MacAddress: 000629DC21BC
  SrcVipaIntf: VIPAV6
  DupAddrDet: 1
  CfgRouter: Pri          ActRouter: Pri
  RtrHopLimit: 5
  CfgMtu:  4096           ActMtu:   1492
  VLANid:  1261          VLANpriority: Enabled
  IntfID:  0000:0000:0000:0001
  ReadStorage: GLOBAL (8064K)  InbPerf: Balanced

Packet Trace Setting:
  Protocol: *             TrRecCnt: 00000000  PckLength: FULL
  SrcPort:  *             DestPort: *
  IpAddr/PrefixLen: 9::44/128

Multicast Specific:
  Multicast Capability: Yes
  RefCnt      Group
  -----
  00000000001 ff02::1:ff15:5
  00000000001 ff02::1:ff00:2

Interface Statistics:
  BytesIn              = 12655
  Inbound Packets      = 12
  Inbound Packets In Error = 0
  Inbound Packets Discarded = 0
  Inbound Packets With No Protocol = 0
  BytesOut             = 4590
  Outbound Packets     = 11
  Outbound Packets In Error = 0
  Outbound Packets Discarded = 0
```

IPv6 VIPA and SOURCEVIPA

- Static VIPAs are defined on a VIRTUAL6 interface
 - Each VIRTUAL6 interface must be manually configured with one or more IPv6 addresses
- Use the SOURCEVIPAINterface parameter to associate a physical interface to a specific VIRTUAL6 interface
 - No ordering considerations like DEVICE/LINK/HOME for IPv4
 - The TCP/IP stack will choose the "best" address as the source IP address using the Default Address Selection algorithms defined by the IETF
 - More than one physical interface can point to the same VIRTUAL6 interface
- IPCONFIG6 SOURCEVIPA definition makes the SOURCEVIPA function available for all IPv6 interfaces configured with SOURCEVIPAINterface.

```
IPCONFIG6 SOURCEVIPA

INTERFACE VIPAV61 DEFINE VIRTUAL6
IPADDR FC00::9:67:115:5 2001:0DB8::9:67:115:5

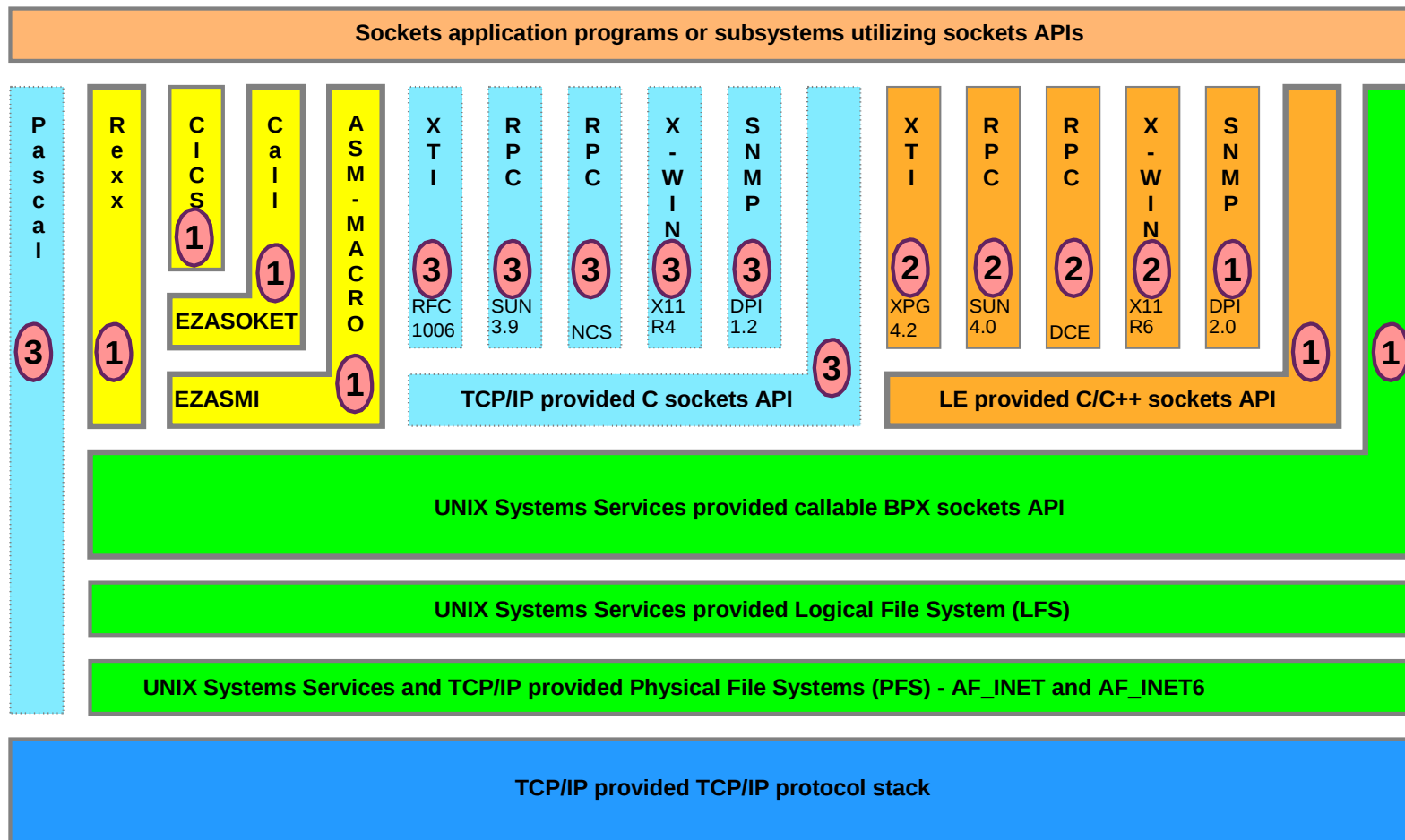
INTERFACE VIPAV62 DEFINE VIRTUAL6
IPADDR FC00::9:67:115:6 2001:0DB8::9:67:115:6

INTERFACE OSAQDI016 DEFINE IPAQENET6 PORTNAME OSAQDI01
SOURCEVIPAIN VIPAV61

INTERFACE OSAQDI026 DEFINE IPAQENET6 PORTNAME OSAQDI02
SOURCEVIPAIN VIPAV62

INTERFACE OSAQDI036 DEFINE IPAQENET6 PORTNAME OSAQDI03
```

Sockets-related AF_INET6 enablement



1 Currently supported

2 Possible future candidates

3 Not planned

z/OS Communications Server Applications enabled for IPv6

■ IPv6-enabled applications in z/OS

- inetd
- ftp and ftpd
- telnetd
- USS rshd and rexecd servers
- USS rexec client
- ping
- tracer
- netstat
- tftpd (trivial file transfer server)
- syslogd
- dcas (digital certificate access server)
- sntpd (simple network time protocol server)
- sendmail
- MVS rshd/rexecd server
- TSO rsh/rexec clients
 - Updated version that can be used in all z/OS environments (batch, TSO, REXX, etc.)
- New UNIX rsh client that is IPv6-enabled from start
- CICS Listener (including CICS socket APIs)

FTP

■ FTP server

- To enable IPv6 support in the FTP server, activate IPv6 stack support
 - No new configuration commands are provided or needed to enable IPv6 support
- User Exit routines
 - Update server exit routines for IPv6 addressing
- Trace and Extended Trace
 - Update DUMP IPADDR() and DEBUG IPADDR() as needed
- NETRC data set
 - Update with IPv6 addresses as needed
- SMF recording
 - Update SMF statements in client and server FTP.DATA commands

■ FTP client

- For the client, you may specify the host as an IPv4 address, a hostname, an IPv4 mapped IPv6 address, or as an IPv6 address
 - Examples:

ftp fc00:197:11:105::1

ftp 9.67.21.33 and ftp ::ffff:9.67.21.33 are equivalent

ftp linuxipv6.tcp.raleigh.ibm.com

TN3270

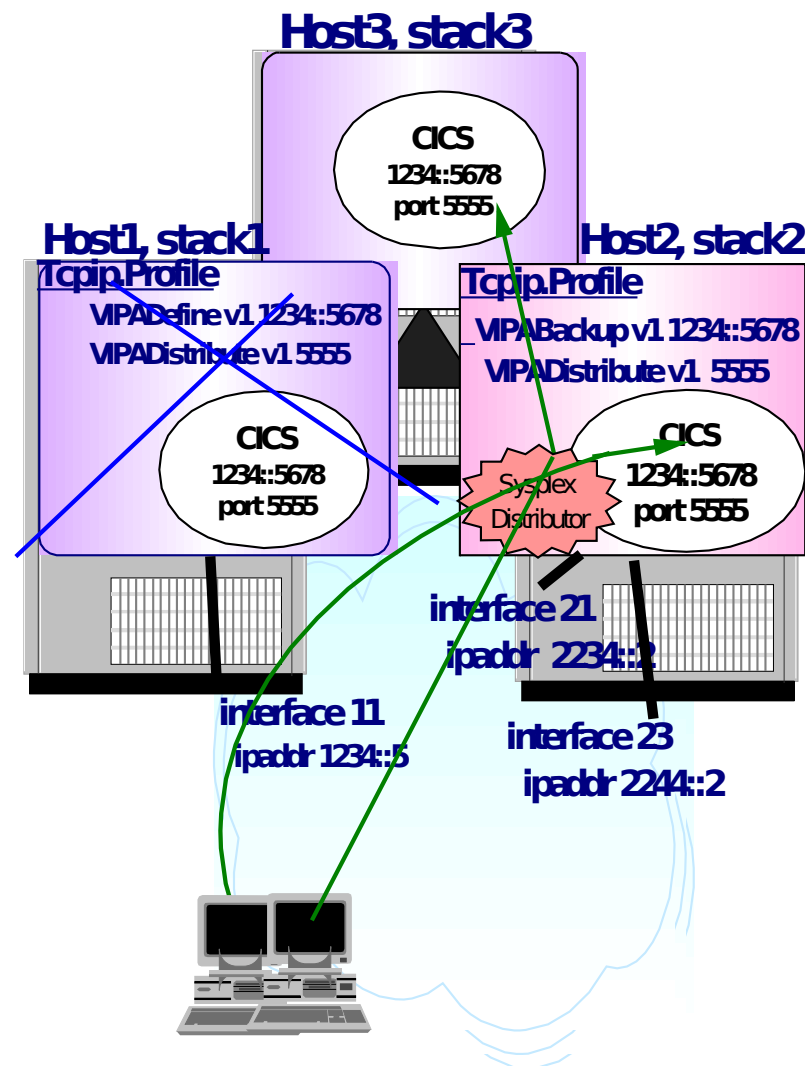
- To enable IPv6 support in the TN3270 server, activate IPv6 stack support
 - No new configuration commands are provided or needed to enable IPv6 support
- IPv6-enable the TN3270 server
 - Support clients with IPv6 addresses
 - Support IPv6 addresses in USS messages, displays, command responses, etc.
 - Support IPv6 addresses as client identifiers for all mapping statements in TN3270 server configuration that allows an IP address client identifier
 - Includes SSL/TLS support
 - Changes made to VTAM to support TN3270 visibility when clients are IPv6 clients
 - IPv6 addresses are passed to VTAM
 - VTAM displays that include IP addresses are enhanced to accommodate IPv6 addresses

Enterprise Extender

- Enterprise Extender has support for IPv6 in z/OS
 - Allows Enterprise Extender to exploit an IPv6-enabled network
 - Architectural changes needed since HPR passes IP addresses in protocol data and is supported on multiple platforms
 - Changes to VTAM exits to pass IPv6 addresses, hostnames, and port numbers:
 - SME (Session Management exit)
 - Login exit
- IPv6 support requires use of the HOSTNAME keyword (start option, GROUP, path definition)
 - Existing IPADDR keywords (start option, path definition in switched major node) are IPv4-only
- EE Connection networks are IPv4-only or IPv6-only
 - Nodes supporting both IPv4 and IPv6 must define an IPv4 VRN and an IPv6 VRN

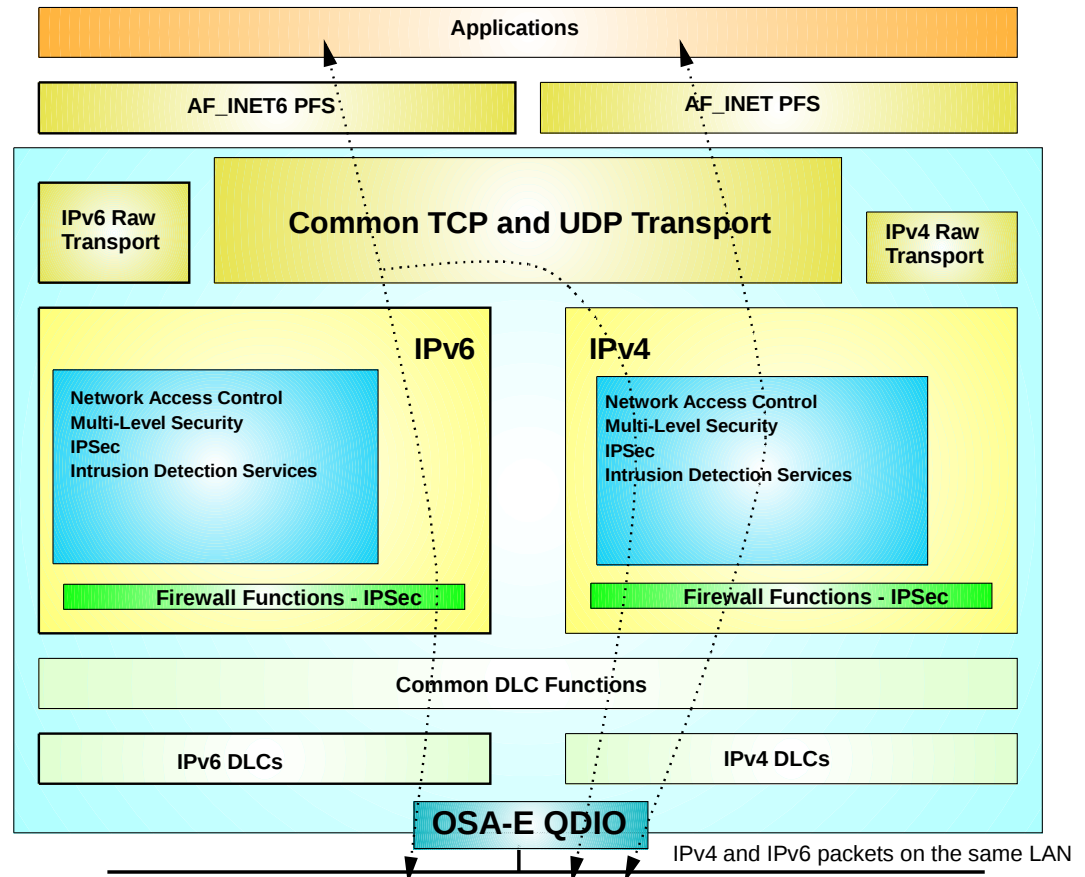
Sysplex functions that support IPv6

- Most Sysplex functions support IPv6
 - Dynamic VIPA (DVIPA)
 - Dynamic VIPA Takeover
 - Sysplex Distributor
 - Sysplex Sockets
 - TCPSTACKSOURCEVIPA
 - Sysplexports
 - Fast Connection Reset after System Failure
 - Enhance Workload Distribution (Application Server Affinity)
 - Dynamically Assign Sysplex Ports
 - Activation of DVIPAs through VIPABACKUP
 - DYNAMICXCF and SOURCEVIPAINIT
 - Sysplex Distributor load balancing algorithms
 - Sysplex Distributor Policy
 - z/OS Load Balancing Advisor



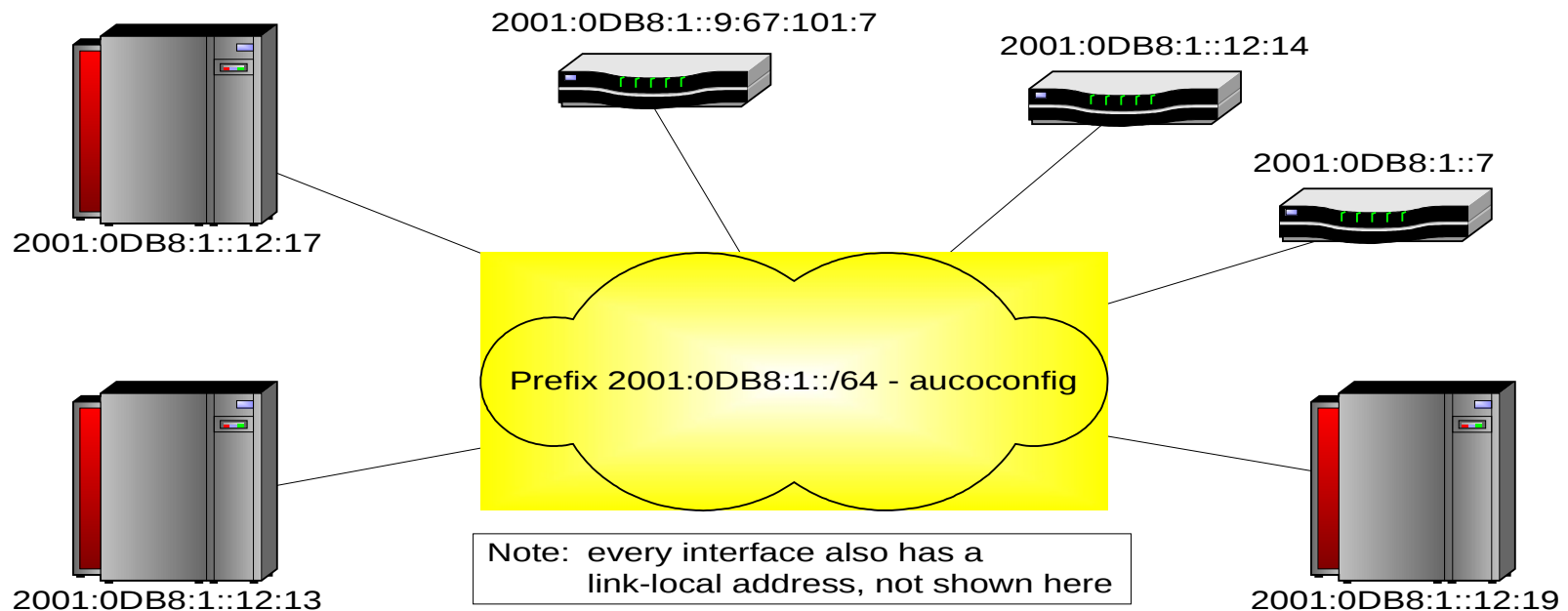
Securing your IPv6 network

- z/OS V1R5 provided the first set of security features for the IPv6 transport
 - Includes support for both Network Access Control and Multi-Level Security
- z/OS V1R8 provided IPsec and Firewall filters support for both IPv4 and IPv6
 - IKEv2 support (for both IPv4 and IPv6 made available in z/OS V1R12)
 - IPv6 IPsec currently does not support Sysplex Wide Security Associations (SWSA)
- Intrusion Detection Services (IDS) support for IPv6 shipped in z/OS V1R13



Dynamic routing

- Supported IPv6 RIP (RIPng) in V1R5 and IPv6 OSPF (OSPFv3) in V1R6
 - Implementation done in OMPROUTE
 - One and the same daemon for both IPv4 (RIP and OSPF) and IPv6 (RIPng and OSPFv3)
- Based on IPv4 specifications with IPv6-specific updates
 - IPv6 RIP includes minimal changes
 - Replacement for RIPv1 and RIPv2 used in IPv4 networks
 - IPv6 OSPF is protocol independent
 - Separate IP addressing and network topology where possible
- Needed for Sysplex-related functions such as dynamic IPv6 VIPA movement



Managing your IPv6 network

- Network management SNMP support
 - Support SNMP agent (OSNMPD)
 - DPI 2.0 enabled for AF_INET6 (used between SNMP subagents and SNMP manager)
 - Support TCPIP (stack) subagent
 - osnmp command
 - The trap forwarder daemon enabled for AF_INET6
 - IPv6 MIB support (as many as we can squeeze into z/OS releases!)
 - New RFCs have been published that are IP version neutral - support will gradually converge from supporting version-specific MIBs to the new version-neutral MIBs
 - RFC 2011 (IP and ICMP)
 - RFC 2012 (TCP)
 - RFC 2096 (IP routes)
 - RFC 2333 (Interfaces) - this one is not version neutral

Testing network connectivity

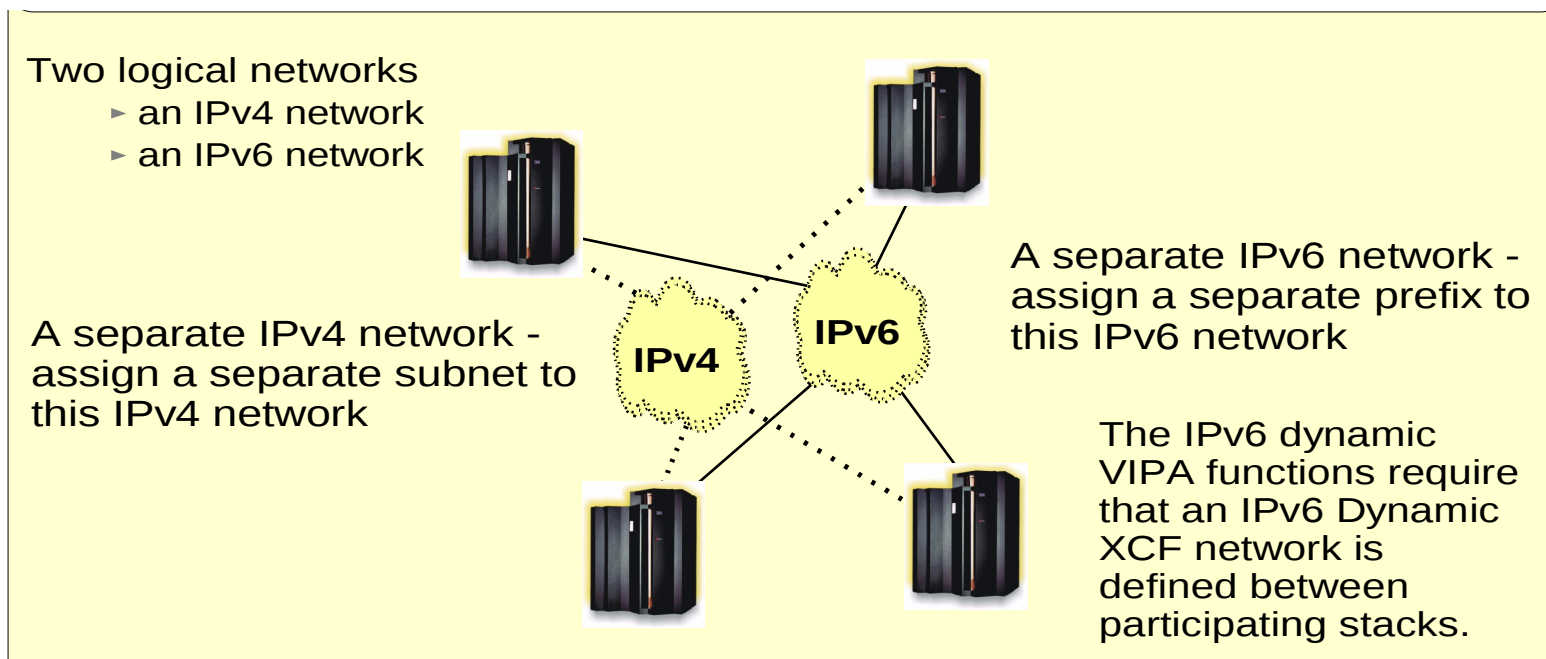
- Ping and Traceroute support for IPv6
 - IPv6 IP addresses, or host names that resolve to IPv6 IP addresses, can be used for destinations
 - IPv6 IP addresses can be used as the source IP address for the command's outbound packets
 - IPv6 IP addresses or interface names can be used as the outbound interface
 - A new ADDRTYPE/-A command option can be specified to indicate whether an IPv4 or IPv6 IP address should be returned from host name resolution
- IPv4-mapped IPv6 IP addresses are not supported for any option value

Planning how to get there

Steps for moving to an IPv6 Environment

■ Network access

- A LAN can carry both IPv4 and IPv6 packets over the same media
- An OSA-EXPRESS port can be used for both IPv4 and IPv6
- Update TCP/IP Profile to include the INTERFACE statement(s) for any IPv6 interfaces
- For LPAR-LPAR communication for IPv6, several options exist:
 - Using QDIO to a shared LAN (or a Shared OSA)
 - MPCPTP6 interfaces (via XCF/HiperSockets if on the same sysplex or ESCON CTC links)



Steps for moving to an IPv6 Environment...

■ IPv6 address selection

- Obtain an address block from your ISP, use one of your IPv4 addresses to create a 6to4 prefix, or create local IPv6 unicast addresses using the FC00::/7 prefix
 - You provide the MAC address of one of your OSA adapters, and sites such as <http://www.kame.net/~suz/gen-ula.html> can generate a ULA prefix for you
 - Remember: IPv6 sitelocal addresses have been deprecated and should not be used (even though some implementations still support them)
- IPv6 addresses can be assigned to the IPv6 Interfaces and static VIPAs
- Addresses can be manually configured on the INTERFACE statement in the TCP/IP Profile or auto-configured using Neighbor Discovery Stateless Auto-configuration
 - VIPA addresses must be manually configured

Steps for moving to an IPv6 Environment...

■ INET or Common INET

- Both are supported for IPv6, but INET is much simpler
- Running IPv4-only and dual-mode stacks under CINET is not recommended - run dual-mode stacks in a separate LPAR from IPv4-only stacks
 - All z/OS TCP/IP stacks in an LPAR are either IPv4-only or dual-mode (based on your BPXPRMxx definitions)
- AF_INET6 NETWORK statement must be coded in BPXPRMxx before starting IPv6-enabled stacks

Steps for moving to an IPv6 Environment...

- TCP/IP profile – IP Configuration for IPv6
 - Basic IPv6 configuration is done using the IPCONFIG6 statement
 - Similar to IPCONFIG, which continues to be used for IPv4
 - Separate statements for IPv4 and IPv6 allow different values to be specified for IPv4 and IPv6
 - Most of the defaults on the IPCONFIG6 statement are good choices
 - However, we recommend that you code the SOURCEVIPA parameter
 - SOURCEVIPA allows a VIPA to be used as the source IP address for connections which are established by this node
 - It also allows DNS address-to-name translation to work
 - It is not enabled by default, but is more important in an IPv6 environment
 - You may want to enable IP forwarding using the DATAGRAMfwd parameter
 - The default is to **not** forward IP packets, the same as for IPv4

IPCONFIG6 SOURCEVIPA

DATAGRAMFWD

Steps for moving to an IPv6 Environment...

■ DNS setup

- A DNS BIND 9 Name Server can be used for both IPv4 and IPv6 resources
- Continue to use the existing host name for IPv4 connectivity to avoid possible disruption in network connectivity and IPv4-only applications on an IPv6-enabled stack
- Create a new host name to be used for IPv6 and IPv4 connectivity
- Optionally, a third host name which may be used only for IPv6 can be configured
- If using stateless auto-configuration to define IPv6 addresses, static VIPA addresses should be stored in DNS since the auto-configured addresses will change over time
- **Never** add link-local addresses to DNS
 - They can't be used beyond the link on which they are defined, and aren't intended for general-purpose applications

■ Resolver setup

- The Resolver sends queries to DNS server using IPv4 or IPv6 (IPv6 support added in z/OS V1R12)
 - If the IPv4 protocol is used to communicate, it does not affect what type of records are returned
 - You can still resolve host names to IPv6 addresses and vice-versa
- Resolver communication with DNS name servers
 - Name query sends AAAA query to DNS and receives AAAA records in response
 - Reverse query sends PTR query to the 'ip6.arpa' domain and receives results from the 'ip6.arpa' domain

Steps for moving to an IPv6 Environment...

- Resolver setup....
 - Use /etc/ipnodes as the local host file for IPv6 name queries
 - Local database that associates host names with IP addresses
 - May be used to locate both IPv4 and IPv6 addresses (using the COMMONSEARCH System Resolver option)
 - Extended version of /etc/hosts
 - Uses the same format as /etc/hosts, but may be used to store both IPv4 and IPv6 addresses
 - /etc/hosts may continue to be used to store IPv4 addresses
 - But may not be used to store IPv6 addresses (same is true for files created with MAKESITE utility - HOSTS.SITEINFO and HOSTS.ADDRINFO)
 - May want to consider using a local host file for early testing
 - using the *LOOKUP LOCAL|DNS* resolver directive

9.67.43.100	NAMESERVER	
9.67.43.126	RALEIGH	
9.67.43.222	HOSTNAME1	HOSTNAME1_IPV4
129.34.128.245	YORKTOWN	WATSON
1::2	HOSTNAME1	HOSTNAME1_IPV6
1:2:3:4:5:6:7:8	HOSTNAME2_IPV6	

Recommendations when adding IPv6 addresses to DNS

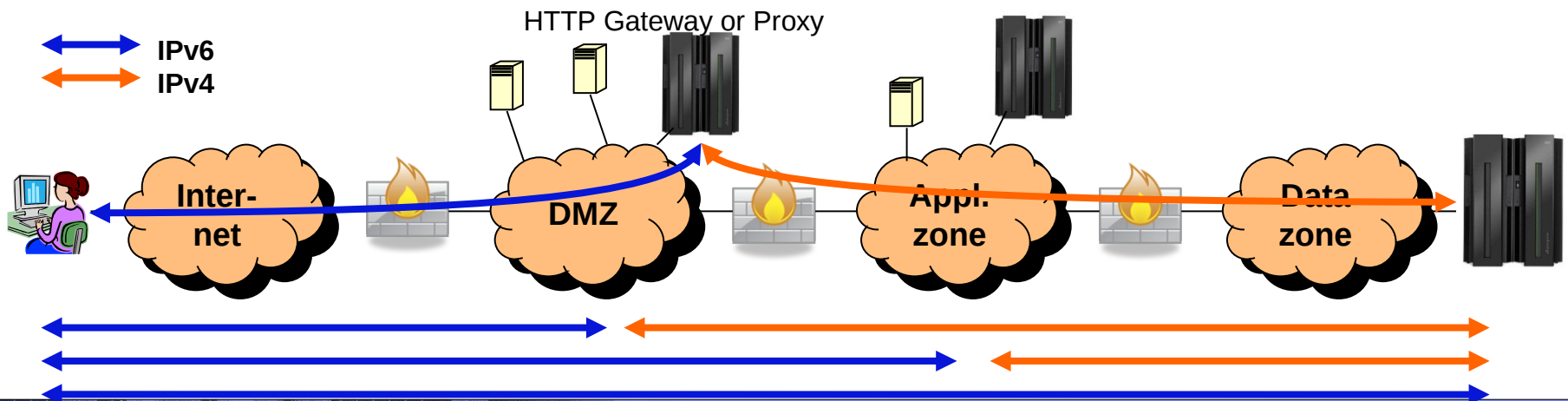
- Add Static VIPAs in DNS
 - You don't need to add addresses assigned to physical interfaces if using VIPA and SOURCEVIPAs
 - z/OS autoconfigured addresses are not suitable for placement in DNS
 - May (and likely will) change each time a z/OS stack is recycled
 - If you need to place addresses assigned to physical interfaces in DNS, then you should manually configure the addresses
- Configure two (and optionally three) host names in DNS
 - Continue to use the existing host name for IPv4 connectivity
 - Create a new host name to be used for IPv6 and IPv4 connectivity
 - Optionally, a third host name which may be used only for IPv6 can be configured
- Be careful when adding Unique Local Unicast addresses to DNS
 - Unique Local unicast addresses are not globally unique and must not be returned to hosts outside the local site
 - Similar to how private addresses are handled in IPv4
- Never add link-local addresses to DNS
 - They can't be used beyond the link on which they are defined, and aren't intended for general-purpose applications

Resolver communication with DNS Name Server...

- The results of Resolver queries varies based on interface availability
 - Resolver may omit IPv4 or IPv6 results if there aren't any physical interfaces which support the network protocol
 - Resolver sorts the addresses returned based on local interface availability
 - Default Address Selection algorithms govern both source address selection and destination address selection
 - Destination Address Selection is performed by Resolver as part of the name-to-address mapping
 - Source Address Selection is performed by the TCP/IP stack after the destination address is chosen
 - RFC 3484 “*Default Address Selection for Internet Protocol version 6 (IPv6)*” defines configurable rules for how parts of the source and destination IP address selection logic works – the default source and destination IP address selection
 - This rule-based logic kicks in after all the existing z/OS TCP/IP logic for selection of source and destination IP addresses has been exhausted

Steps for moving to an IPv6 Environment...

- Selection and placement of IPv6 to IPv4 translators or application gateway
 - z/OS does not implement any functions that will allow IPv6-only nodes to communicate with z/OS-resident AF_INET applications, so an outboard protocol converter or application-layer gateway component may be needed
 - This component will only be needed if the test configuration includes IPv6-only platforms
 - Different technologies are being made available by various vendors
- Connectivity to non-local IPv6 locations
 - Tunneling may be needed between a router connected to the LAN that z/OS is connected to, and a router at another location where IPv6 test equipment is located



Sockets API considerations when moving to AF_INET6

- IPv6 addresses are 128-bit in size as compared to 32 bits for IPv4
 - Data structures which store IP addresses must be modified to handle the larger size
- DNS Resolver library changes
 - New DNS routines - `getaddrinfo()` and `getnameinfo()`
- Textual representation of the IP address has changed
 - IPv4 addresses use dotted-decimal format; IPv6 addresses use colon-hex notation
- IPv6 has several scopes for IP addresses
 - An address is only unique within its given scope
 - On multi-homed hosts, an IP address alone may be insufficient to select the interface over which to route
- IP addresses should not be assumed to be permanent
 - Long-term use of an address is discouraged due to renumbering
 - Applications should rely on DNS resolvers to obtain the appropriate IP addresses
- `sockaddr_in6`
 - Analogous to `sockaddr_in`, but holds 128-bit IPv6 address and port number
- `in6_addr`
 - Analogous to 32-bit `in_addr`, but holds 128-bit IPv6 address
- Socket calls to investigate for possible changes
 - `socket()`, `bind()`, `connect()`, `sendmsg()`, `sendto()`, `accept()`, `recvfrom()`, `recvmsg()`, `getpeername()`, `getsockname()`

What can you do today? Start learning, planning, and testing!



- ❑ **Develop a multi-step plan**
 - Eventual goal is fully IPv6-enabled dual-stack operating environment
- ❑ **Choose a target date for being IPv6-enabled**
 - Work backwards in developing a timeline on when key steps need to be completed
- ❑ **Develop detailed plan for each sub-step**
 - To resolve critical dependencies in the necessary timeframe
- ❑ **Not too early to begin planning today**
 - Need for IPv6 may occur quickly and with little advanced warning
 - Take several years to actually get IPv6 deployed
 - Need to have IPv6 already in use (and tested) before it becomes a requirement that it be used operationally
- ❑ **Develop an internal addressing plan for distributing/managing IPv6 addresses**
 - Determine how IPv6 addresses will be obtained (either from your ISP, or from a Regional Internet Registry)
 - Considerations for Unique Local Addresses
- ❑ **Understand your ISPs IPv6 plans**
- ❑ **Perform a detailed inventory of all systems**
 - Determine what is involved in IPv6-enabling them
 - All network hardware and software
 - All client and server hardware, software and applications
- ❑ **Develop plans to ensure all components are IPv6-enabled according to a workable timeline**
 - Work with vendors to understand their plans for adding IPv6 support for all critical components
- ❑ **Determine how end users will use IPv6 services**
 - Likely involve tunneling initially
 - But need IPv6-capable routers on the edge links where clients connect
 - Need to provide remote IPv6 access
- ❑ **Develop plans for IPv6 training, education and consulting**

z/OS and IPv6 – certifications

- **z/OS V1R5 is IPv6 Ready Phase 1 certified by the IPv6 Forum**
- **z/OS V1R8 and z/OS V1R11 are IPv6 Ready Phase 2 certified by the IPv6 Forum**
- **z/OS V1R10 is IPv6 certified according to the US DoD IPv6 requirements!**
 - See the “Special Interoperability Test Certification of the IBM z/OS Version 1.10 Operating System for IBM Mainframe Computer Systems for Internet Protocol Version 6 Capability”
 - From US government, Defense Information Systems Agency, Joint Interoperability Test Command
 - (http://jitc.fhu.disa.mil/adv_ip/register/certs/ibmzosv110_dec08.pdf)

“The IBM z/OS Version 1.10 operating system for IBM mainframe computer systems has met the Internet Protocol (IP) Version 6 (IPv6) Capable interoperability requirements of an Advanced Server as described in the Department of Defense (DoD) Information Technology Standards Registry, “DoD IPv6 Standard Profiles for IPv6 Capable Products Version 2.0,” 1 August 2007, reference (c). The IBM z/OS Version 1.10 operating system for IBM mainframe computer systems has successfully completed the related IPv6 Interoperability portions of the “DoD IPv6 Generic Test Plan (GTP) Version 3,” August 2007, reference (d), and is certified for listing on the Unified Capabilities (UC) Approved Products List (APL) as IPv6 Capable.”

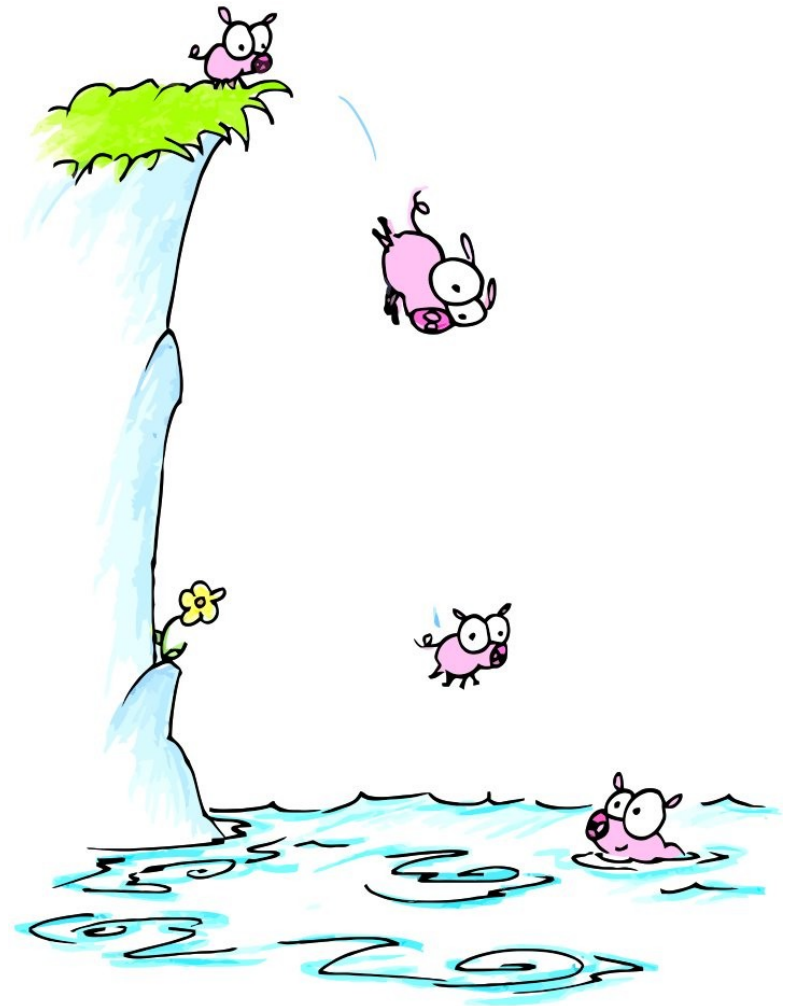
Things to consider ..

z/OS is ready for IPv6 – are you?

Phase-1



Phase-2



The IPv6 pool

For more information



URL		Content
http://www.twitter.com/IBM_Commserver		IBM Communications Server Twitter Feed
http://www.facebook.com/IBMCommserver		IBM Communications Server Facebook Fan Page
http://www.ibm.com/systems/z/		IBM System z in general
http://www.ibm.com/systems/z/hardware/networking/		IBM Mainframe System z networking
http://www.ibm.com/software/network/commserver/		IBM Software Communications Server products
http://www.ibm.com/software/network/commserver/zos/		IBM z/OS Communications Server
http://www.ibm.com/software/network/commserver/z_lin/		IBM Communications Server for Linux on System z
http://www.ibm.com/software/network/ccl/		IBM Communication Controller for Linux on System z
http://www.ibm.com/software/network/commserver/library/		IBM Communications Server library
http://www.redbooks.ibm.com		ITSO Redbooks
http://www.ibm.com/software/network/commserver/zos/support/		IBM z/OS Communications Server technical Support – including TechNotes from service
http://www.ibm.com/support/techdocs/atsmastr.nsf/Web/TechDocs		Technical support documentation from Washington Systems Center (techdocs, flashes, presentations, white papers, etc.)
http://www.rfc-editor.org/rfcsearch.html		Request For Comments (RFC)
http://www.ibm.com/systems/z/os/zos/bkserv/		IBM z/OS Internet library – PDF files of all z/OS manuals including Communications Server

For pleasant reading